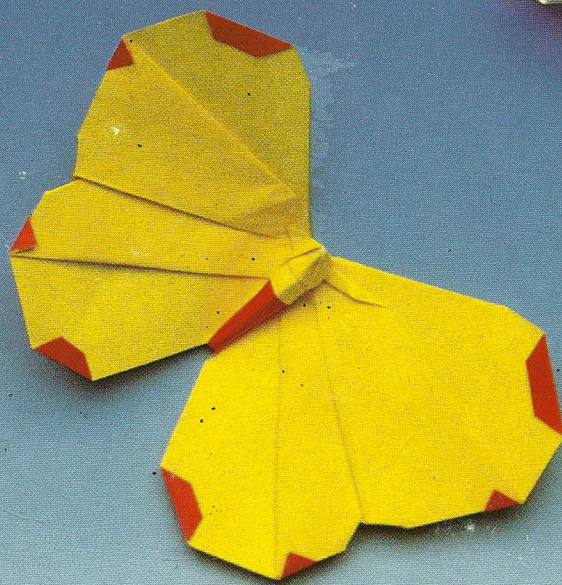
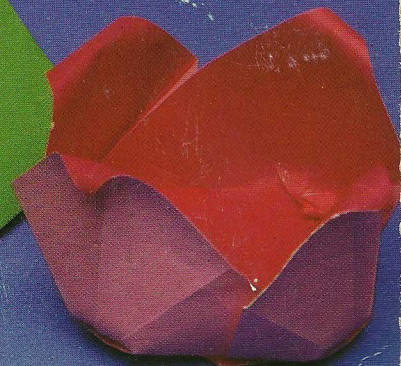
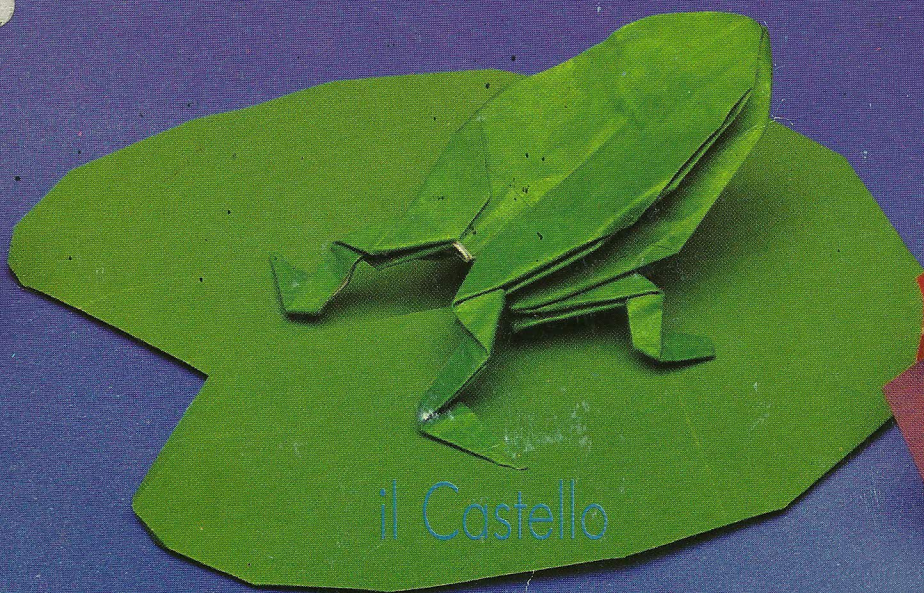
Divertitevi con L'ORIGAMI

64 modelli inediti
soggetti vari per principianti ed esperti
creati da Alfredo Giunta

il Castello

INTRODUZIONE

Quasi tutti, ormai, sanno che Origami è una parola giapponese che significa carta piegata; e piegare la carta per creare figure di animali, di fiori, di aerei, macchine o altro, è stato per me, sin dalla fanciullezza, motivo di grande gioia. Ho superato con l'Origami momenti di tristezza, ho riempito il vuoto di giornate grigie e piovose, ho vinto la noia di viaggi lunghi e monotoni, mi sono divertito a piegare con i bambini e la ricompensa è stata sempre il loro sorriso e la loro meraviglia.

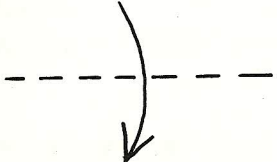
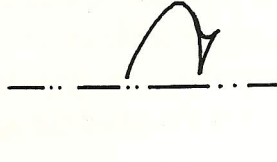
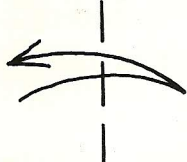
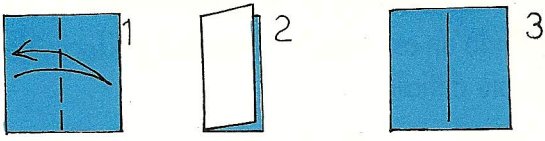
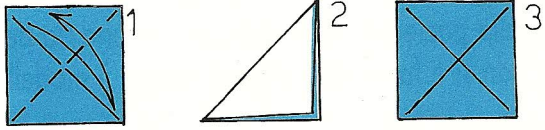
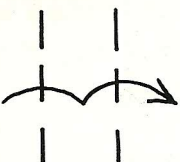
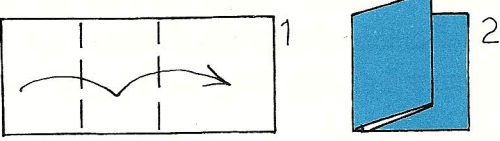
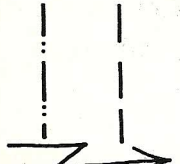
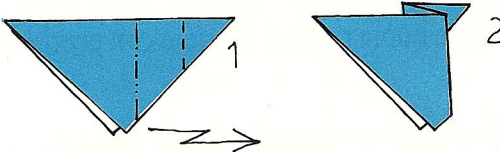
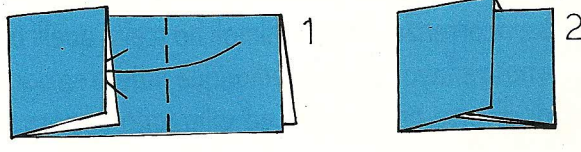
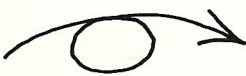
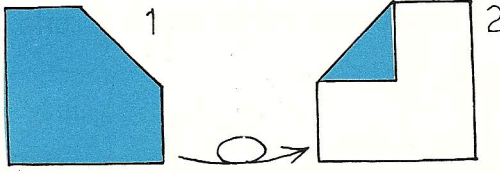
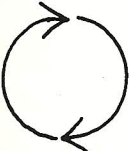
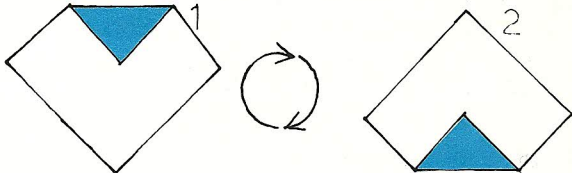
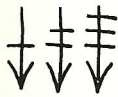
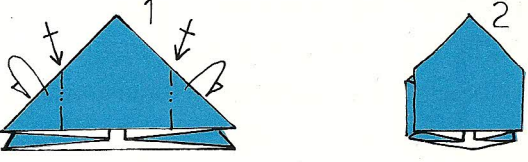
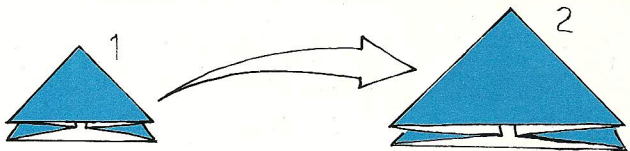
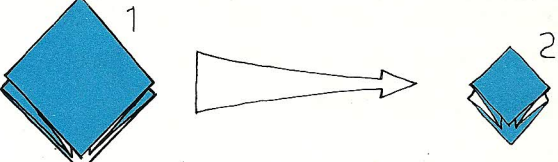
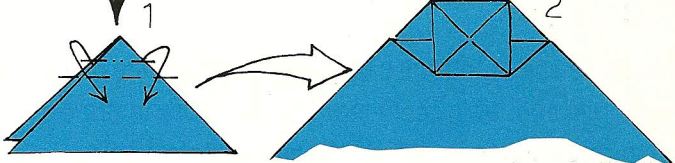
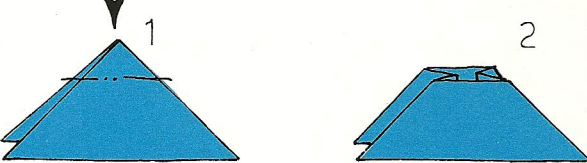
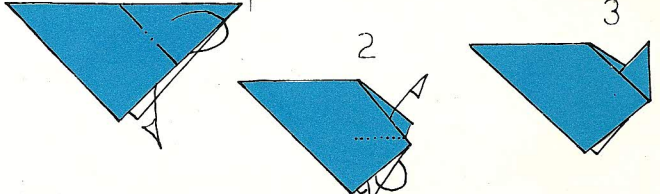
L'Origami, oltre ad essere un'affascinante arte creativa, a volte complessa, può anche essere considerato un gioco. Un gioco con cui divertirsi, realizzando allegri modelli di carta.

Ed è a questo scopo che ho voluto raccogliere in questo volume una serie di figure di vario genere, tutte divertenti, piacevoli ed abbastanza facili da piegare, che non necessitano di carte speciali o tecniche particolari. C'è da dire però che, poiché in una «zuppa» un po' di sale e un po' di pepe non guastano mai, qualche modello un po' più impegnativo si trova anche qui, se non altro per accontentare i piegatori più esperti, ma soprattutto per rispondere alla richiesta del principiante che, fatta esperienza con i «lavori» semplici, sentirà l'esigenza di cimentarsi con soggetti più complessi.
Accanto al nome di ogni modello troverete uno, due o tre asterischi, con funzione di indicare il livello di difficoltà, considerando un asterisco per i modelli più facili, due asterischi per i modelli di media difficoltà e tre asterischi per i modelli più difficili.

Badate però, che la difficoltà dipende soprattutto dalla maggiore o minore conoscenza e assimilazione delle pieghe di base, dal grado di intuizione operativa (interpretazione dei diagrammi) e dalle capacità manuali, unite alla precisione ed alla pazienza. Tutte doti che variano da persona a persona, per cui il problema «difficoltà» è soggettivo, cioè, se non si è fatto mai origami, anche il modello più semplice può risultare difficile... e viceversa!

Come consiglio, quindi, imparate bene la simbologia, poi osservate, prima di cominciare a piegare, i diagrammi e cercate di interpretare il modello che state per realizzare, immaginando il processo creativo così come è nato nella mente dell'autore. Poi seguite di volta in volta l'ordine dei disegni e le indicazioni date dalla simbologia, raffrontando sempre il disegno precedente con il successivo, in modo da verificare il risultato ottenuto.

Se al primo tentativo non sarete riusciti a riprodurre il modello nel modo più corretto, non scoraggiatevi e riprovate ancora; ricordate che finché non avrete piegato più volte ed imparato a memoria i vari passaggi, difficilmente riuscirete ad ottenere buoni risultati. Piegate con precisione e non abbiate fretta: l'Origami induce alla riflessione calma e serena!

In questo libro troverete sessantaquattro soggetti da piegare, comprese le varianti, il che rappresenta un buon numero di modelli (per un libro di modeste proporzioni come questo), molti dei quali possono essere adatti a diverse festività e ricorrenze. Tra gli animali ho scelto quelli più conosciuti e più accattivanti, che spesso si trovano protagonisti delle nostre favole. Sono comunque tutte creazioni inedite. Tutte le figure si realizzano da fogli quadrati o rettangolari di diverse proporzioni ed utilizzano la normale carta da Origami che si trova facilmente in commercio.

Piegate e ripiegate, dunque, e fatelo divertendovi; provate anche voi la gioia di far nascere dalla punta delle vostre dita, tutto un allegro e variopinto mondo di carta.

Alfredo Giunta

SIMBOLOGIA

Imparate e memorizzate bene questi simboli, e il modo di piegare che indicano, prima di passare alla realizzazione dei modelli. In queste nozioni è racchiusa buona parte del segreto per riuscire nell'Origami.

SIMBOLI	ESEMPI DI PIEGATURA
Piega a valle	1 2
Piega a monte	1 2
Piegare e riportare nella posizione iniziale	1 2 3
Una linea continua indica una piega già esistente	1 2 3
Piegare più volte	1 2
Piega a fisarmonica	1 2
Intascare	1 2
Voltare la figura	1 2

SIMBOLOGIA

SIMBOLI		ESEMPI DI PIEGATURA
	Ruotare la figura	1 2
	Ripetere una due tre volte dall'altro lato o dietro	1 2
	Tirare, spingere	1 2
	Aumento di scala	1 2
	Diminuzione di scala	1 2
	Schiacciare il punto indicato da questo simbolo	1 2
	Far rientrare il punto indicato da questo simbolo	1 2
....	Una serie di puntini indica una piega nascosta tra i lembi della carta	1 2 3

• Generalmente per fare Origami si può usare qualsiasi tipo di carta. Comunque, può risultare più divertente e avvincente realizzare i vari modelli usando un foglio che possiede il colore idoneo al soggetto.
È molto facile, attualmente, trovare in commercio carta per Origami, già confezionata in pacchetti, di formato quadrato, in diverse misure, bianca da un lato e colorata dall'altro; tuttavia, benché questa carta bicolore sia reperibile, spesso non si riesce a trovare fogli con l'accoppiamento di colori che cerchiamo. Si può allora ovviare all'inconveniente incollando due fogli con i colori che ci servono.
I modelli di questo libro, come ho già detto, non necessitano di carte particolari, tuttavia alcuni modelli di tipo tridimensionale, quali ad esempio la stella dell'albero di Natale a pag. 47; il fungo tra l'erba a pag. 67; la stella di mare a pag. 81; il jet a pag. 94; l'aereo ad elica a pag. 96 e il camion a pag. 102, si realizzano meglio usando carta metallizzata, anch'essa facilmente reperibile nelle cartolerie o nei negozi specializzati.
Questo tipo di carta, a differenza di quella normale, ha la capacità di mantenere la piega nel tempo e si presta molto bene alla modellazione. Ottimi effetti tridimensionali si possono anche ottenere utilizzando i cartoncini da disegno, purché non siano lisci, né troppo spessi, e prima di essere piegati vengano inumiditi da entrambi i lati con una spugna leggermente intrisa di acqua.

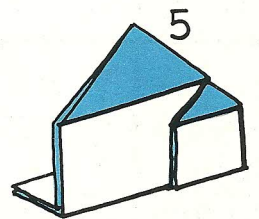
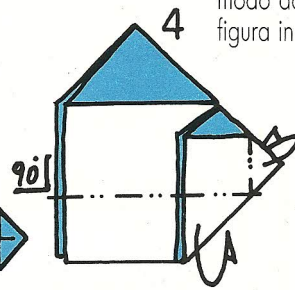
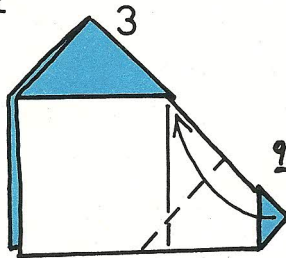
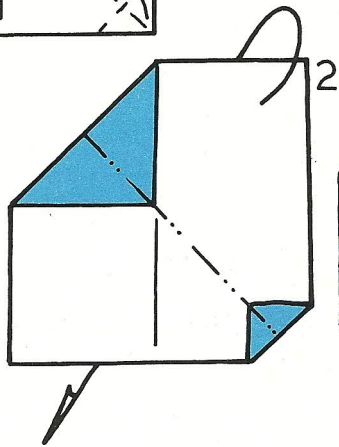
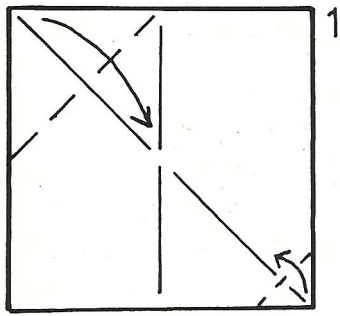
• La simbologia usata in questo libro è quella internazionale, è di facile lettura e una volta imparata permette di realizzare i modelli di ogni altro libro, anche se scritto in una lingua straniera.

• Nel primo diagramma spesso trovate, oltre alle linee di piegatura, tratteggiate, anche alcune linee continue; queste ultime rappresentano le linee di pre-piegatura, cioè quelle pieghe che devono essere fatte prima di iniziare il primo passaggio e che servono a dividere a metà il foglio e per individuare il centro, onde sia più facile localizzare le altre pieghe.

• Ogni disegno raffigura due situazioni, il risultato delle pieghe precedenti e come si dovrà piegare per ottenere quelle successive, per cui prestate molta attenzione ai vari grafici. I passaggi un po' particolari sono facilitati dalle didascalie accanto ai diagrammi.

• Piegate sempre su di una superficie dura e liscia, e ripassate bene ogni piega con il dorso dell'unghia.

• Ricordate che l'Origami è un'arte perfettamente geometrica e che le varie suddivisioni di piegatura devono essere sempre perfette: un piccolo margine di errore in principio, diventerà sempre più grande nelle sequenze delle varie piegature e sarà causa di difetti nel risultato finale.

• Vi auguro buon lavoro e spero che vi divertiate a piegare i modelli che ho proposto in questo volume

1
2
3
4
i due lembi in basso
devono essere
piegati a 90° in
modo da far stare la
figura in piedi
90°
5
1
2
3
4
5
90°
6
1
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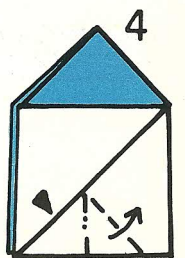
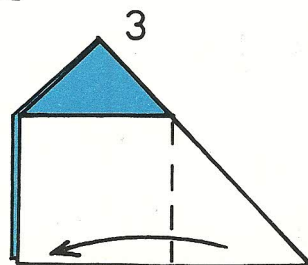
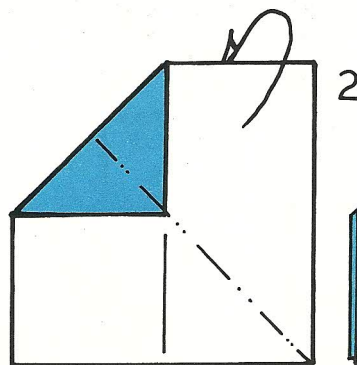
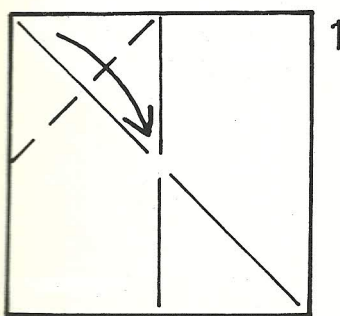
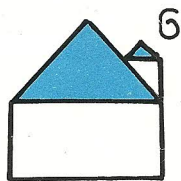
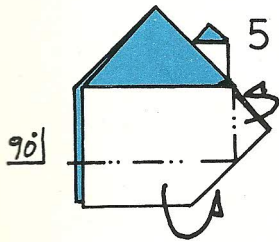
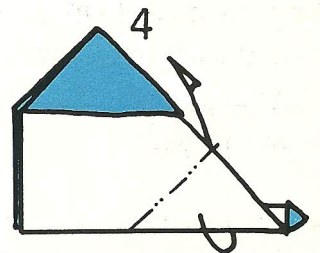
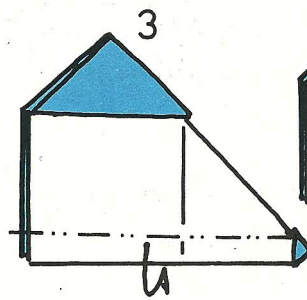
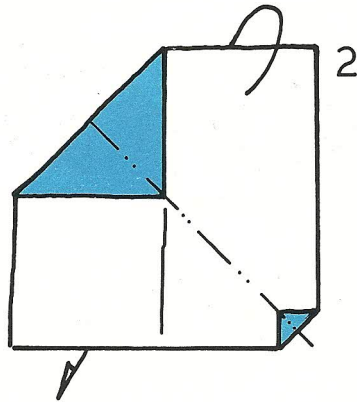
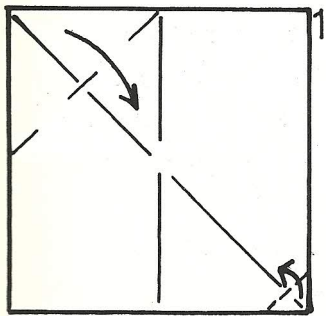
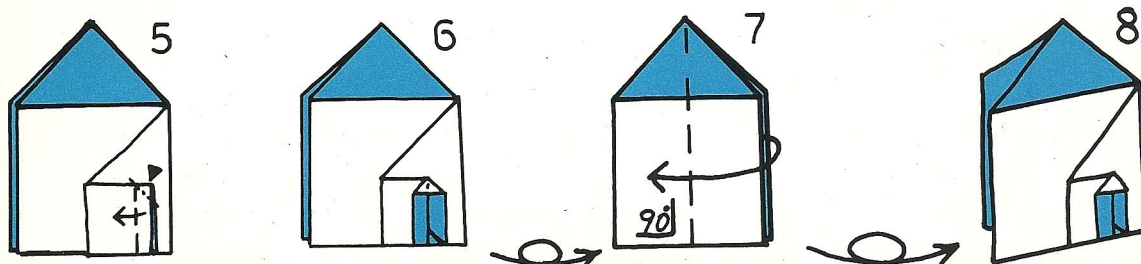
4

5
6
7
8
90°
questa piega
permette alla figura
di stare in piedi
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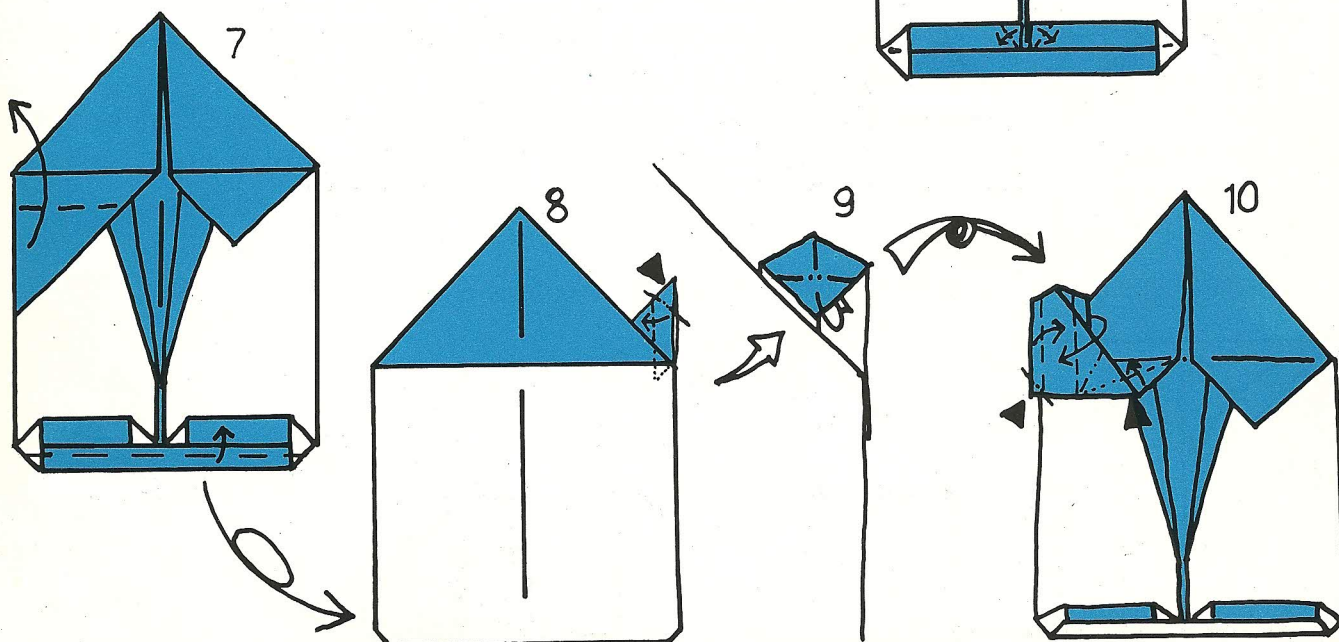
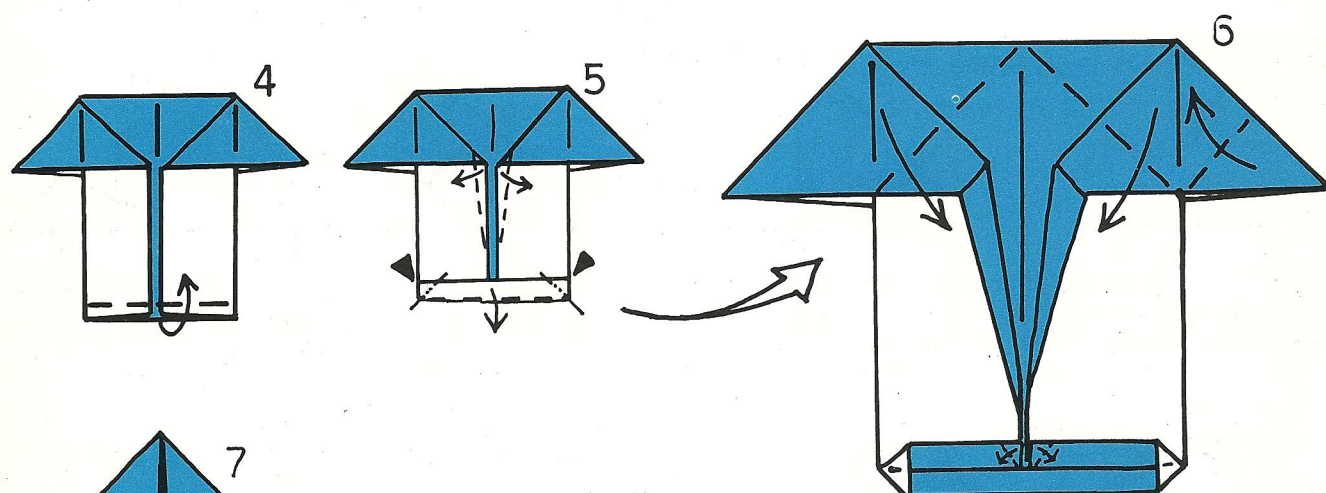
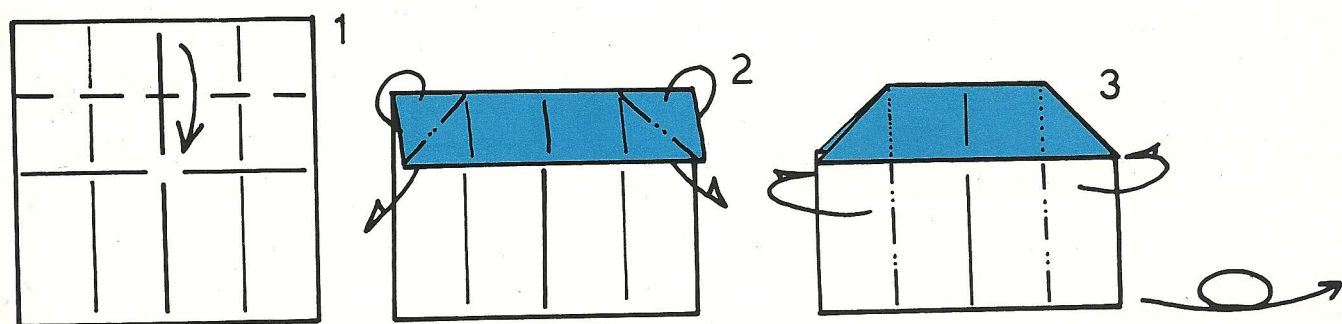
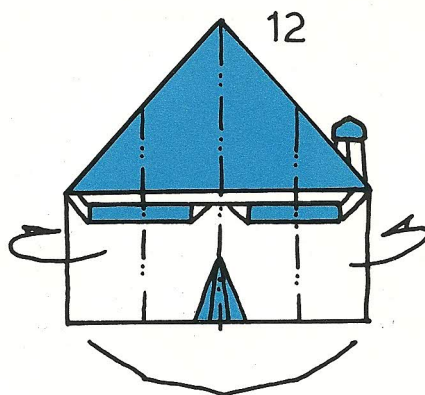
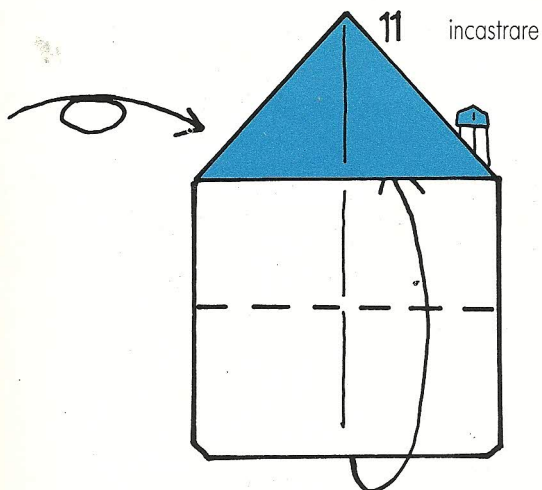
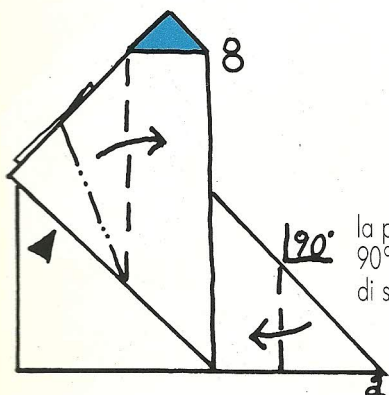
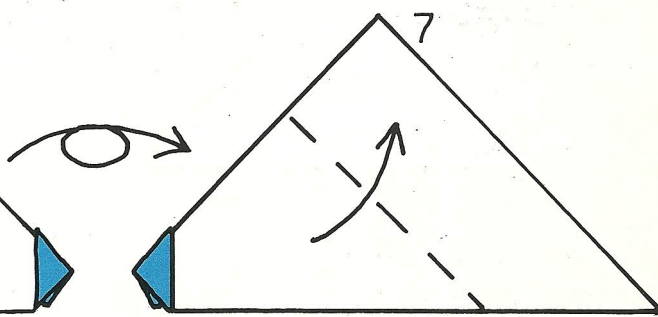
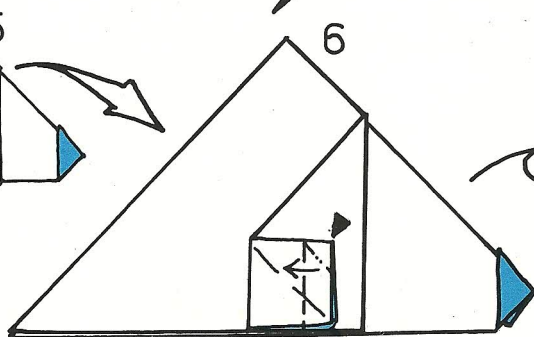
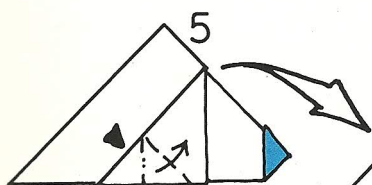
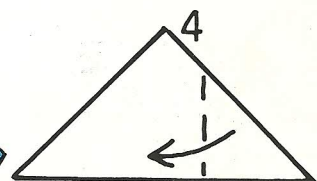
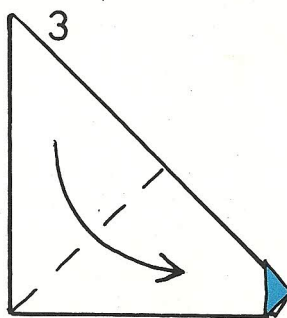
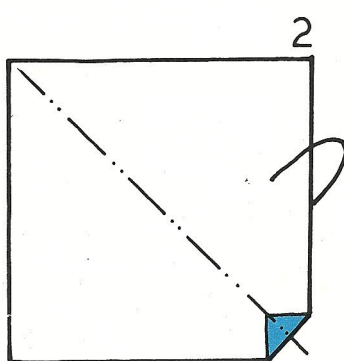
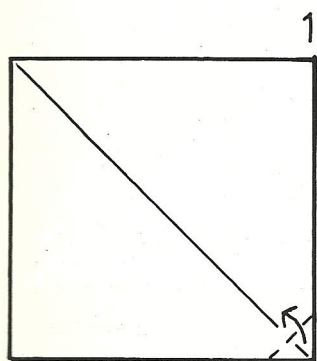
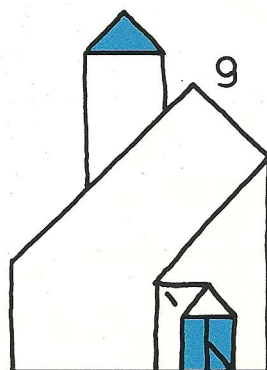
10

LA CHIESETTA

1 2 3 4

5 6 7

8 9

90°

la punta (a) piegata a 90° permette alla figura di stare in piedi

a

LA MONTAGNA DALLA CIMA INNEVATA

IL CAPPELLO DA GNOMO

LE DUE CANDELE - 1

1
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1/4
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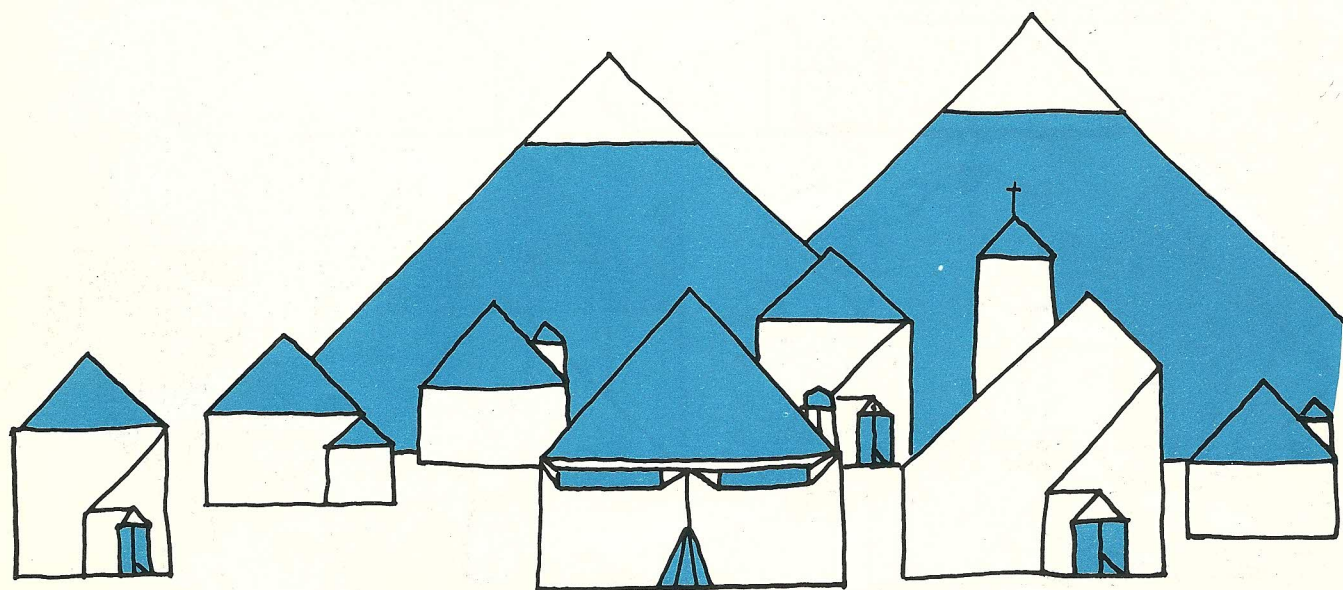
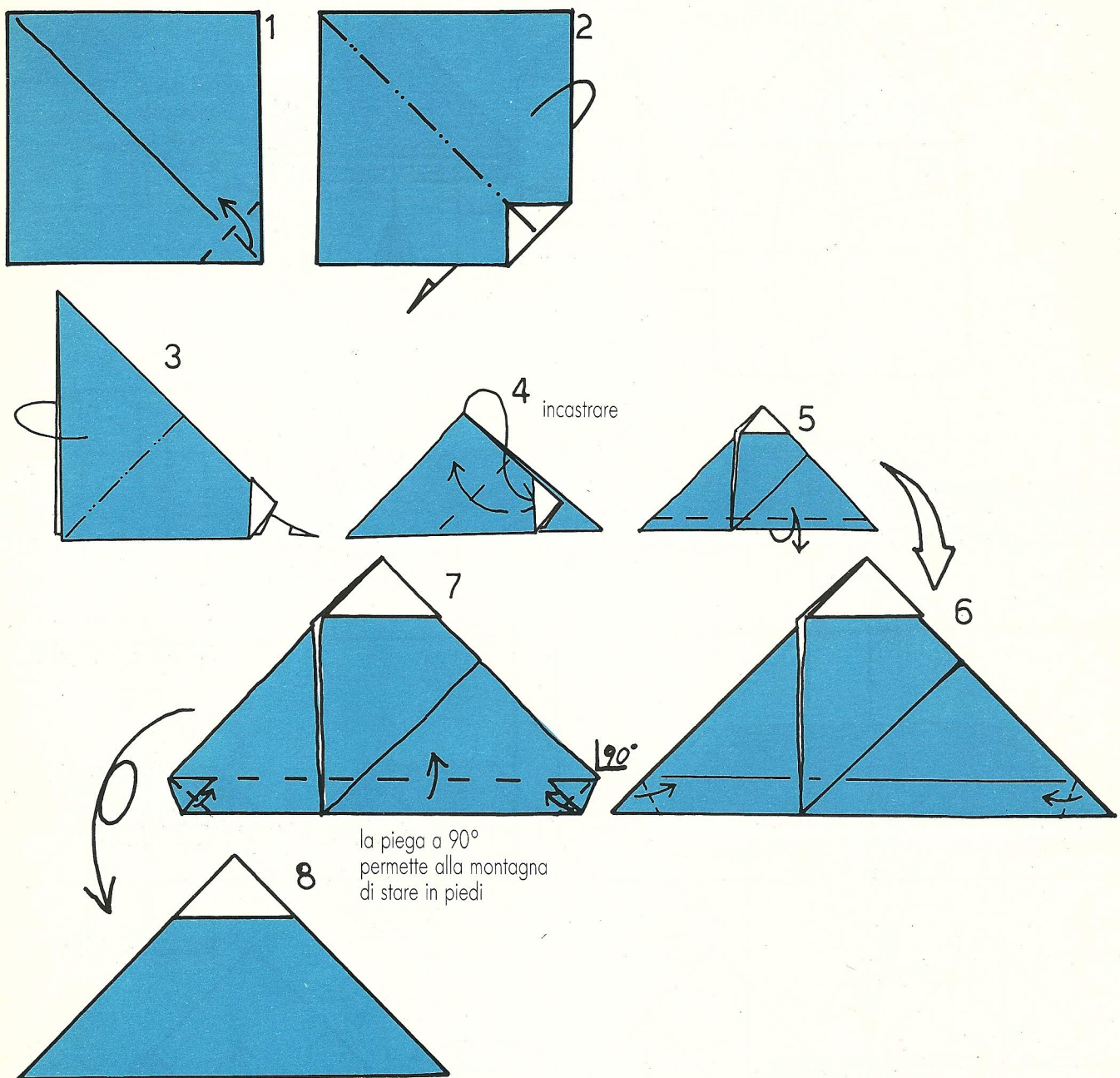
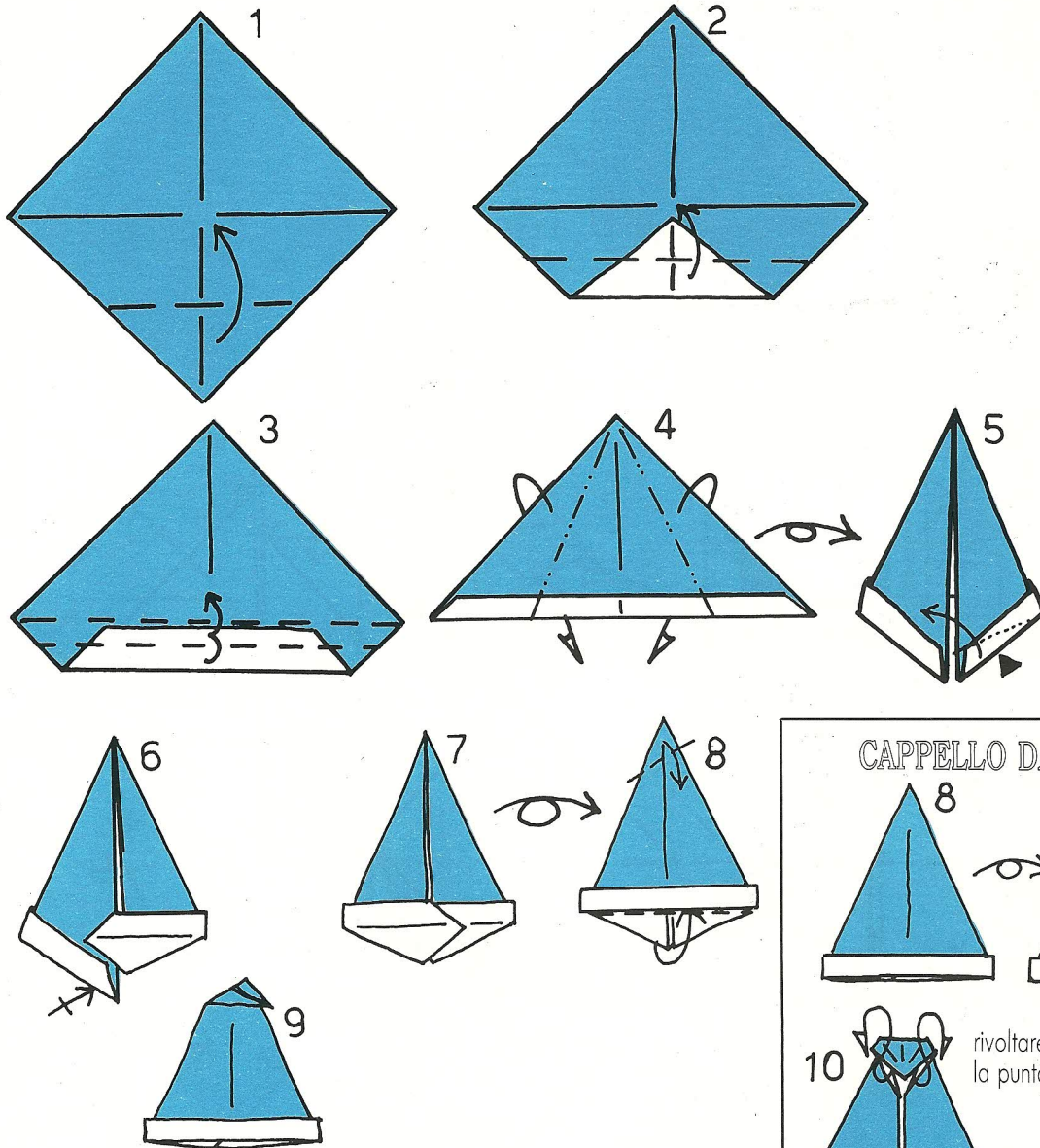
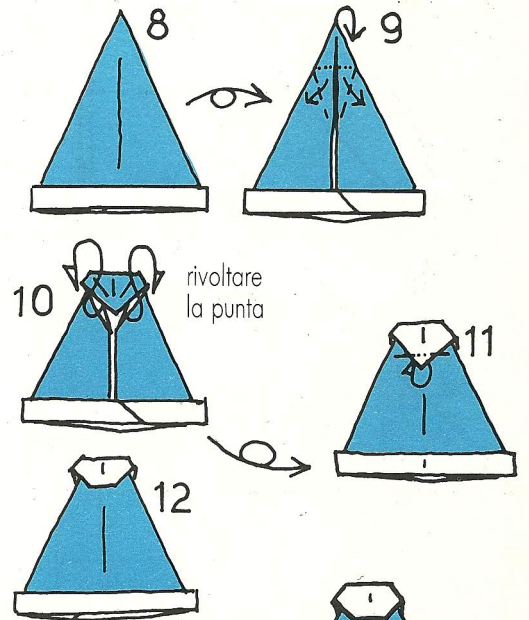
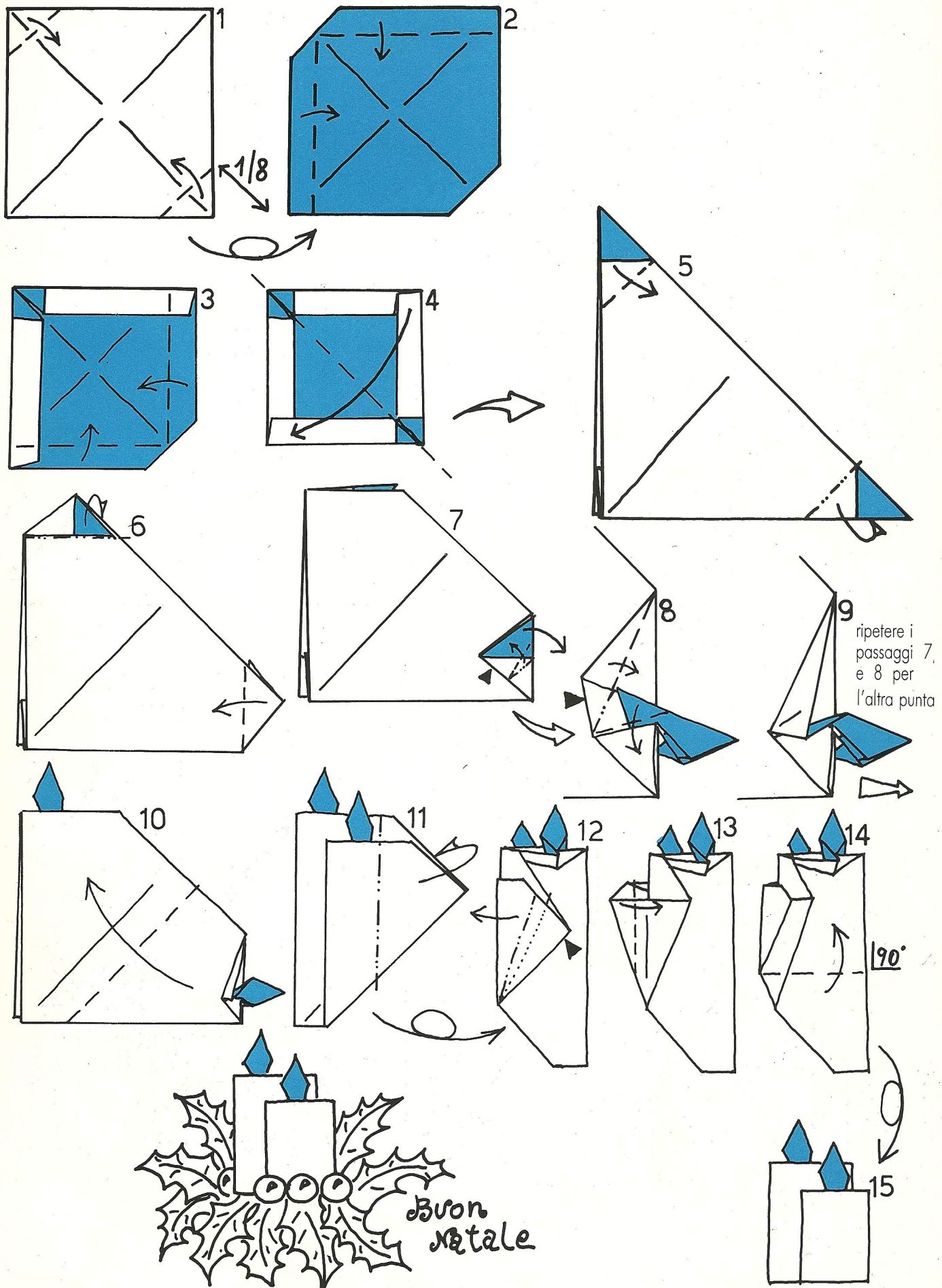
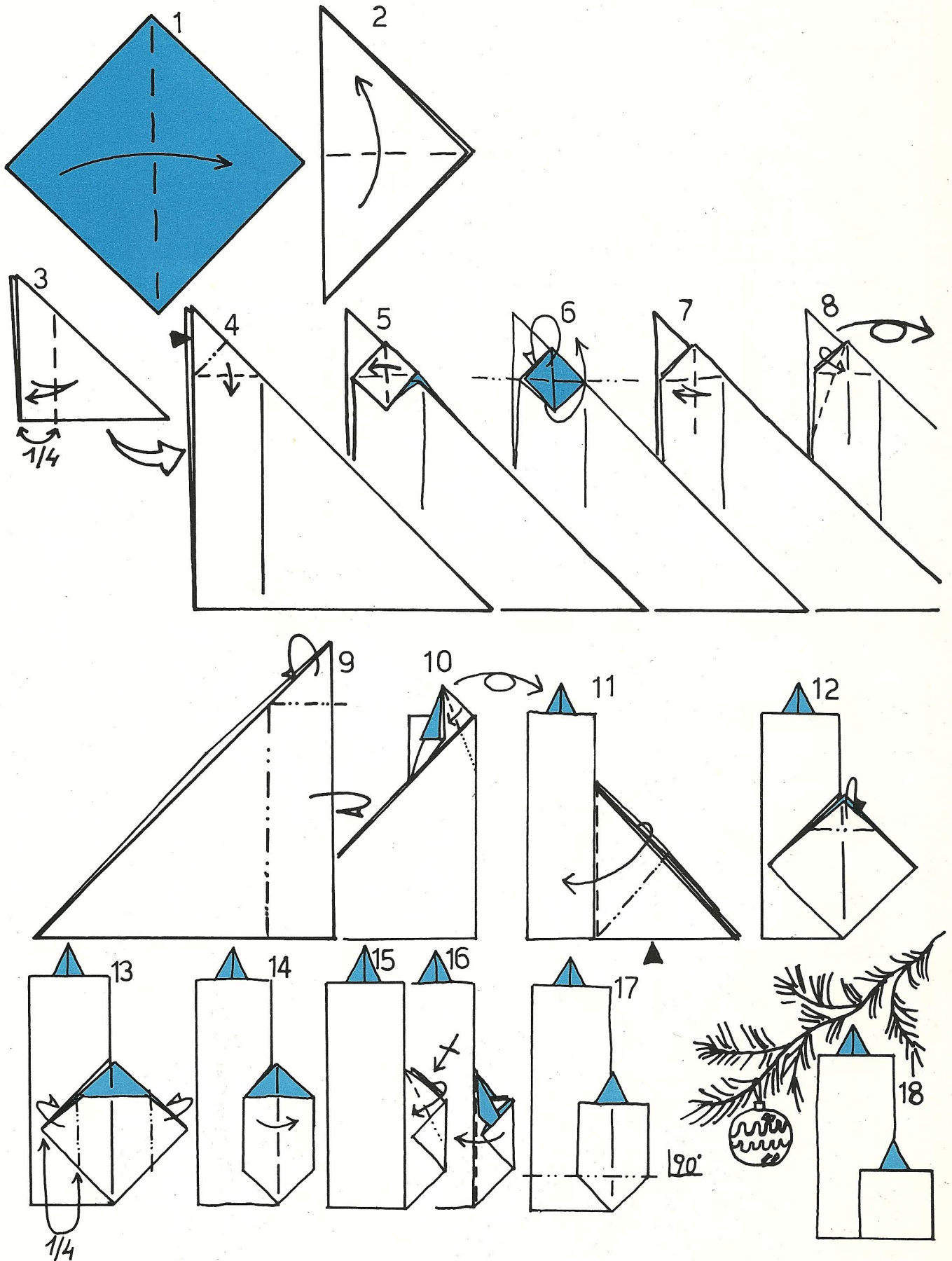
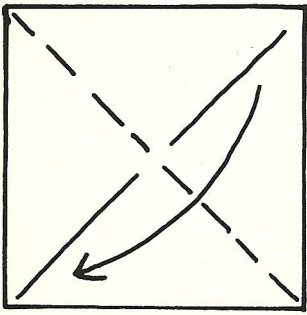
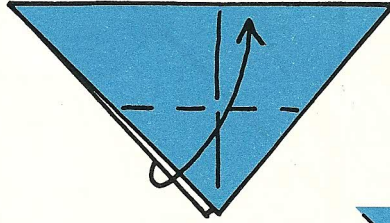
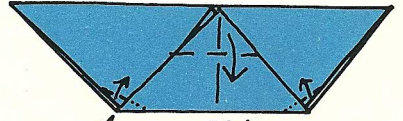
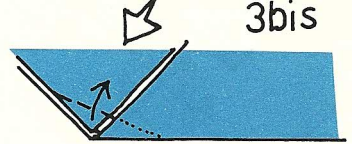
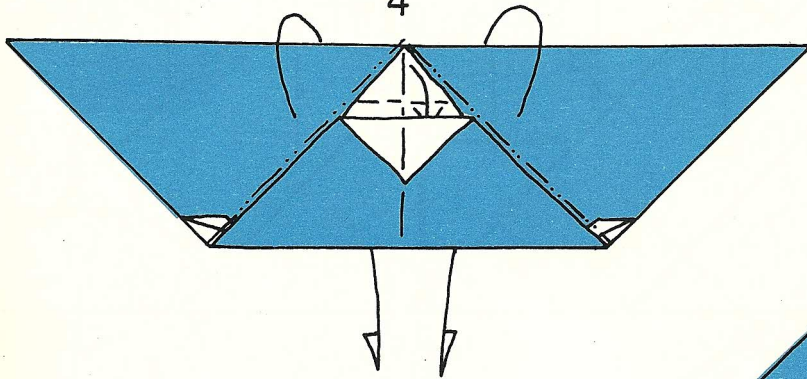
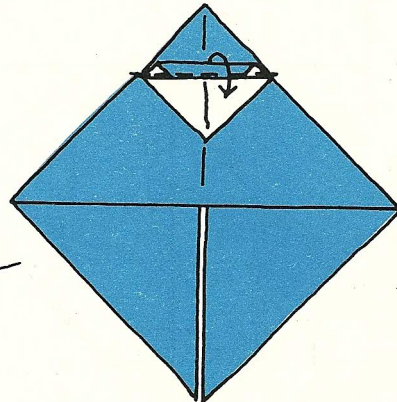
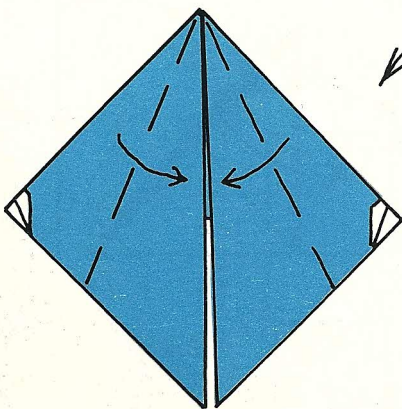
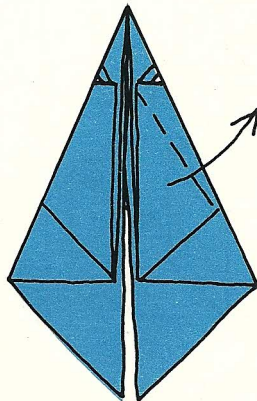
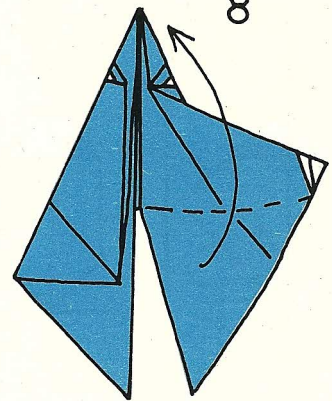
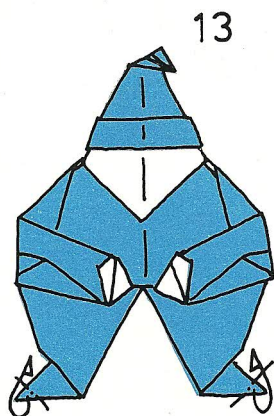
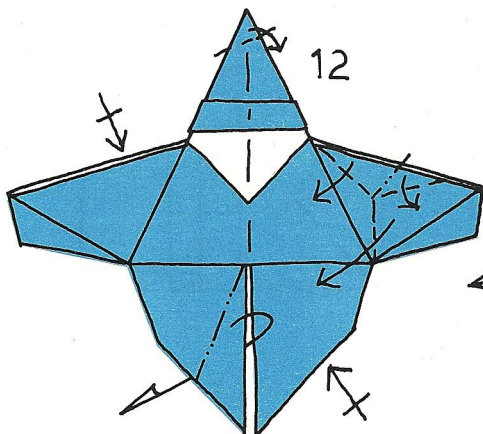
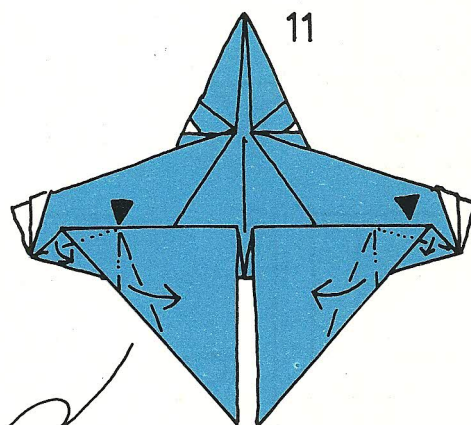
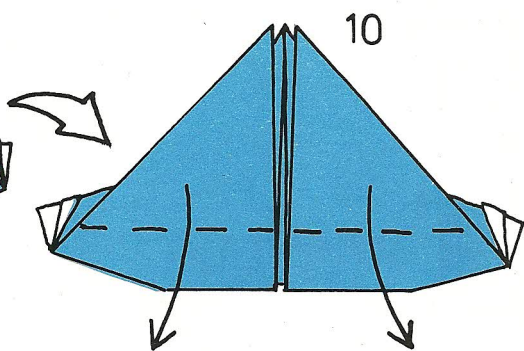
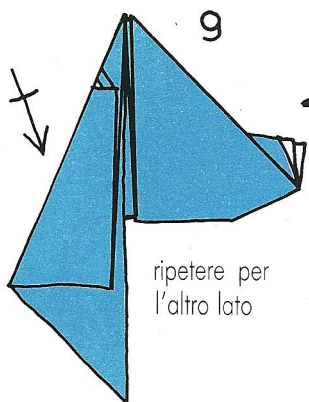
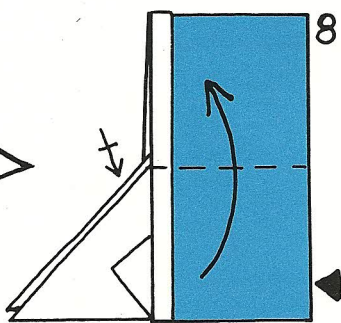
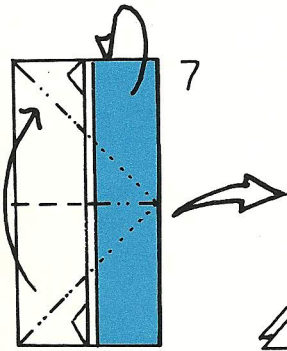
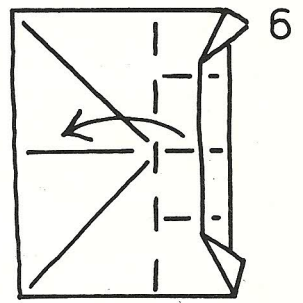
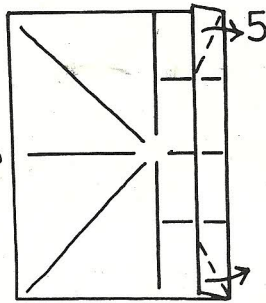
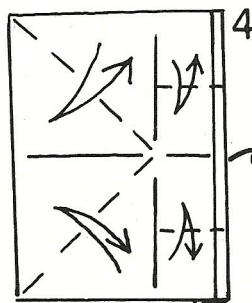
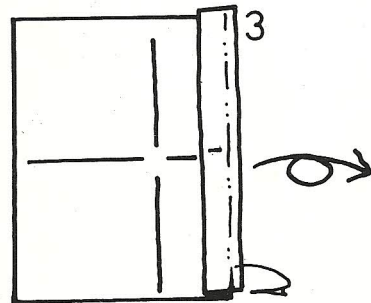
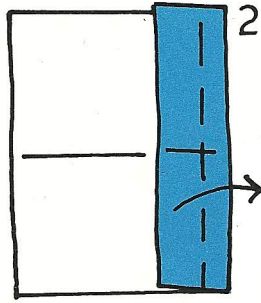
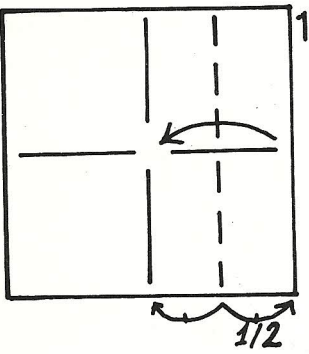
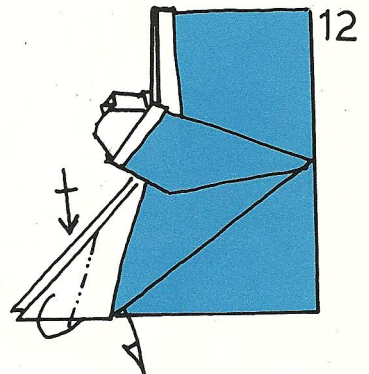
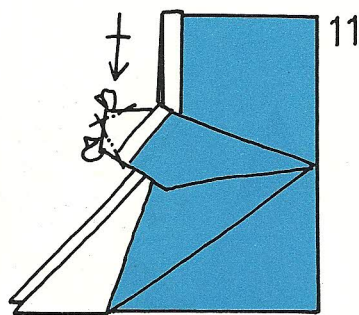
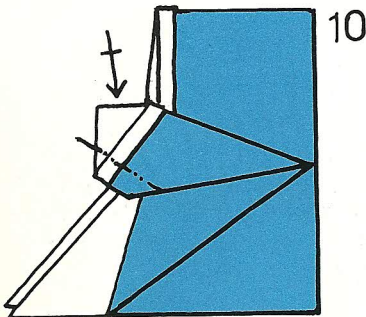
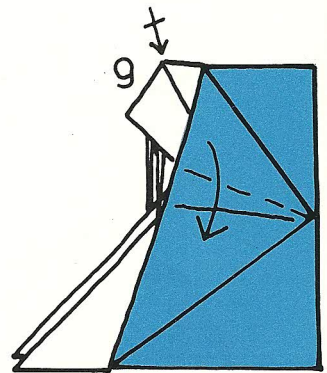
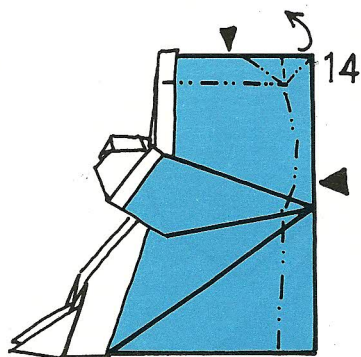
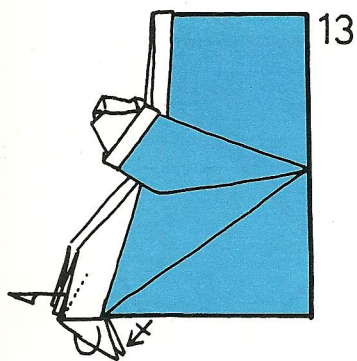
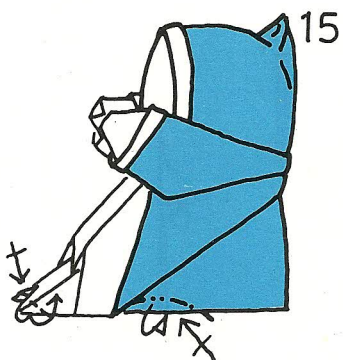
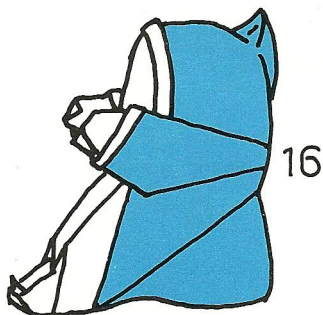
11
12
13
1/4
14
15
16
17
90°
18

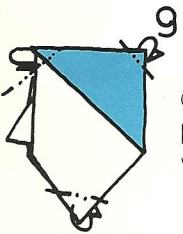
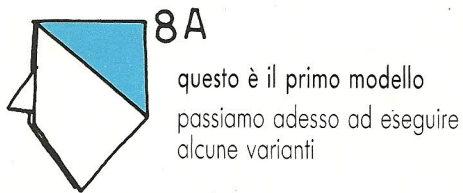
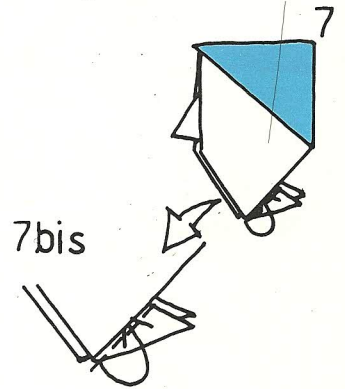
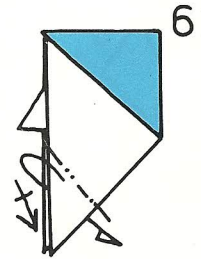
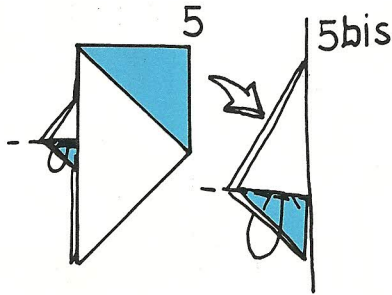
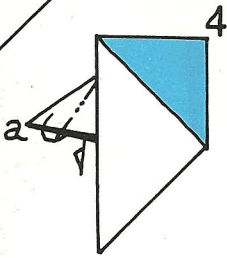
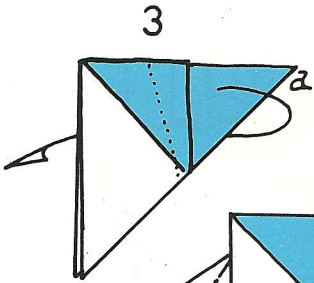
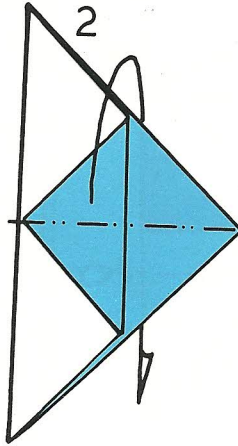
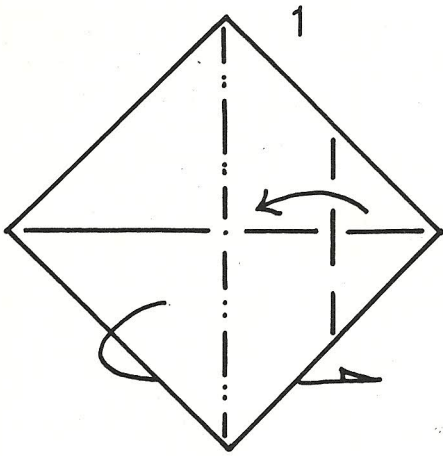
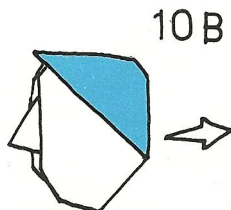
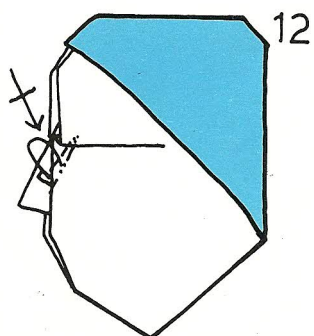
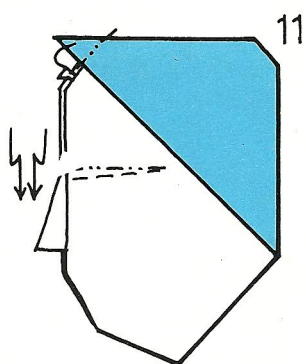
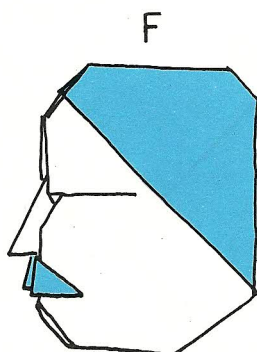
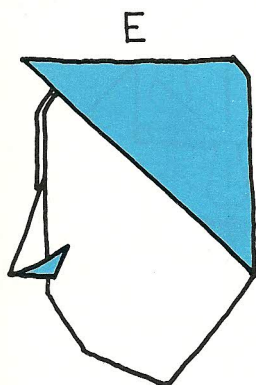
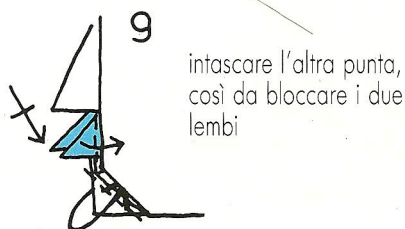
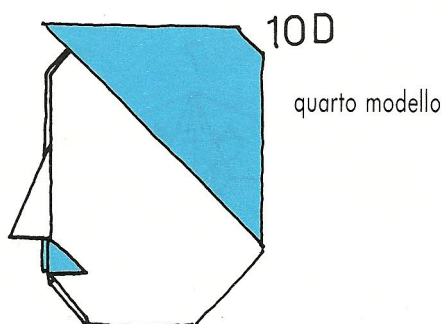
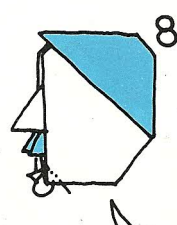
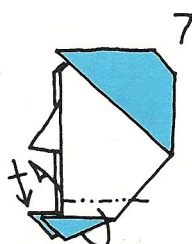
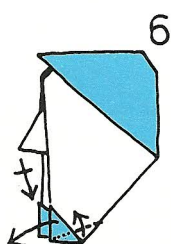
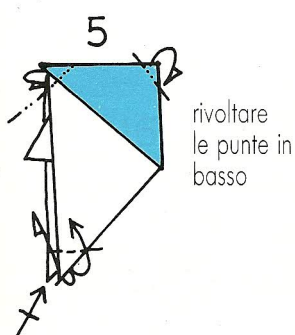
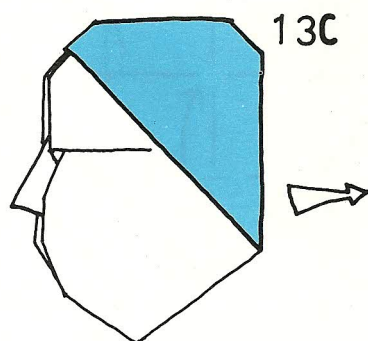
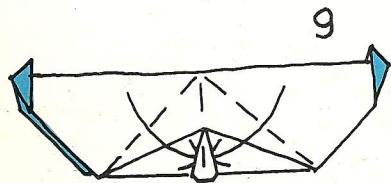
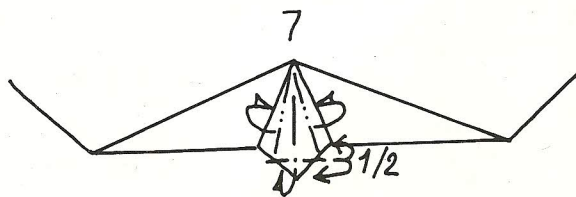
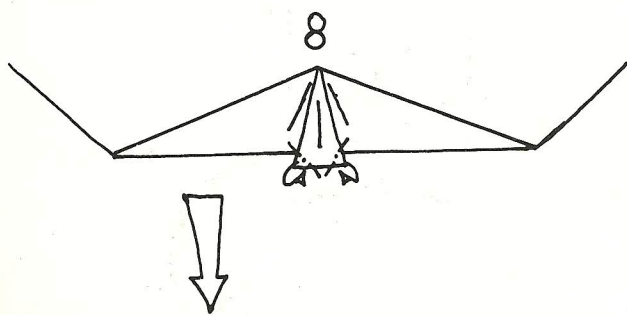
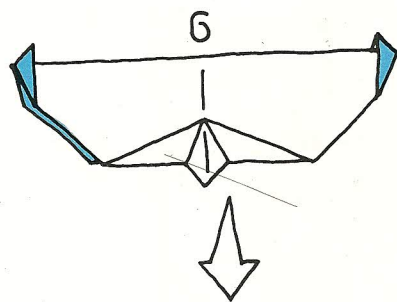
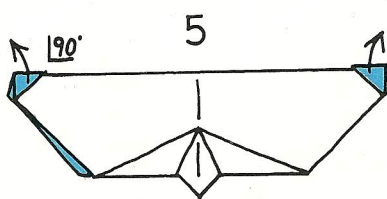
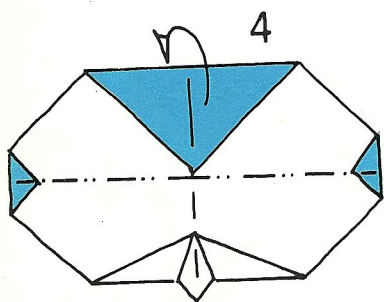
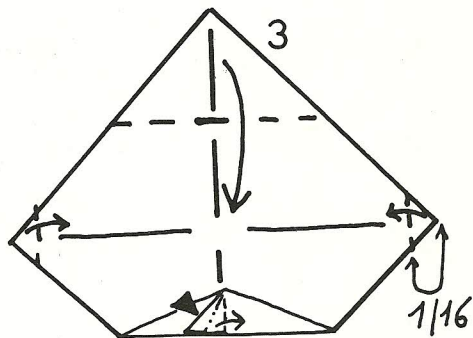
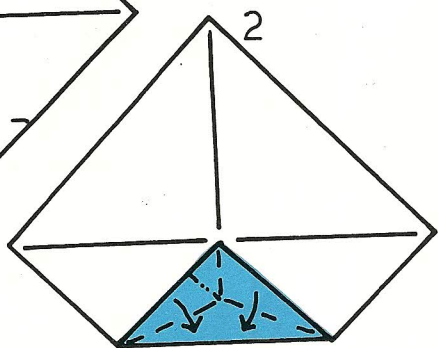
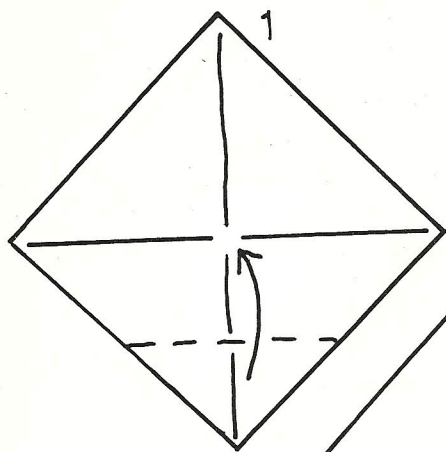
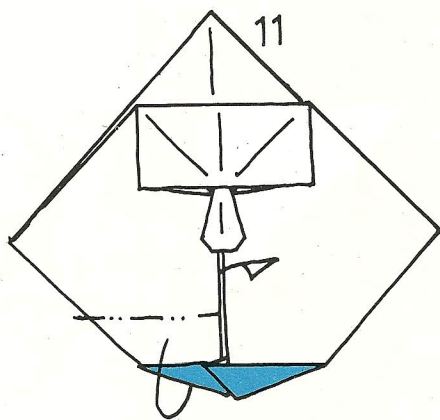
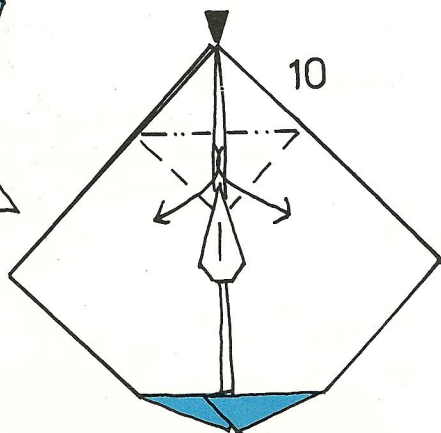
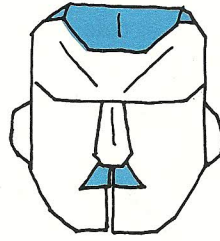
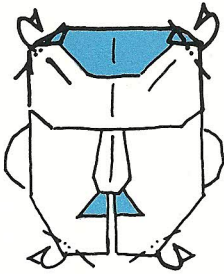
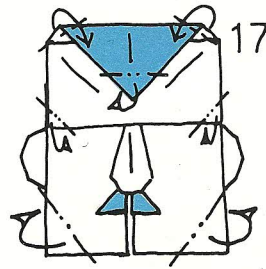
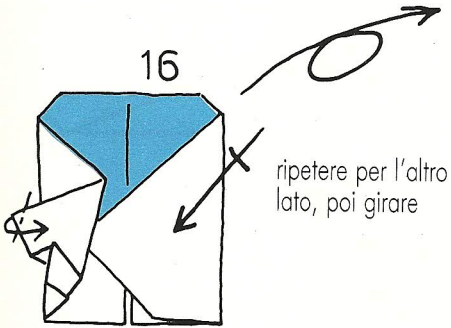
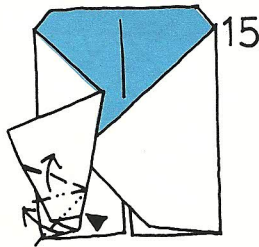
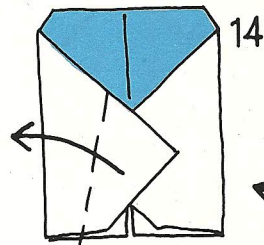
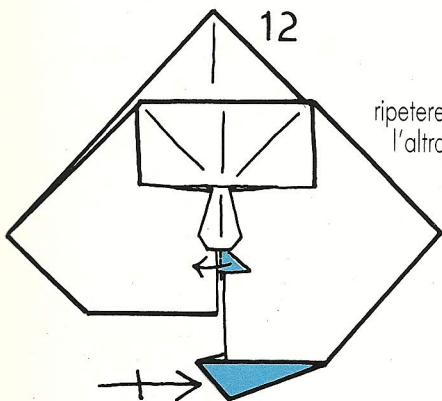
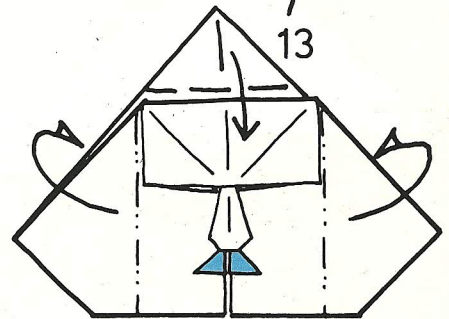
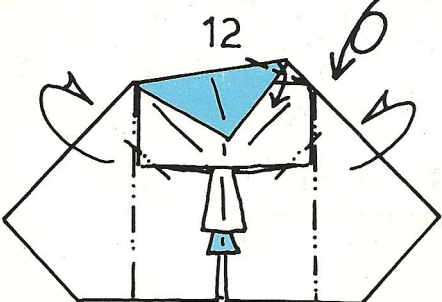
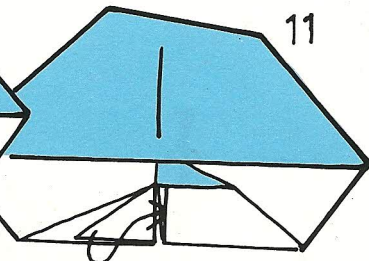
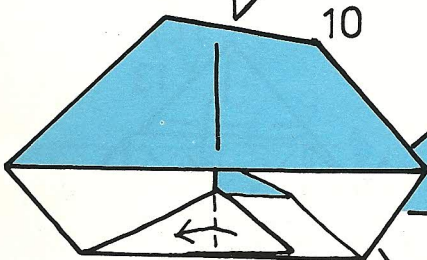
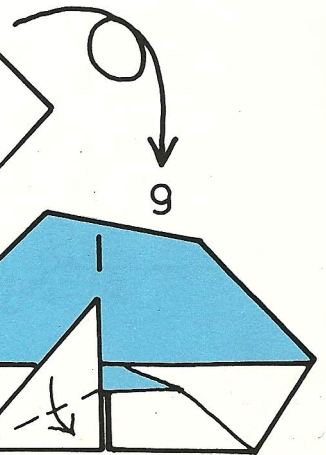
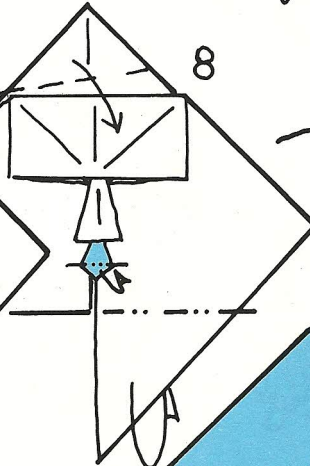
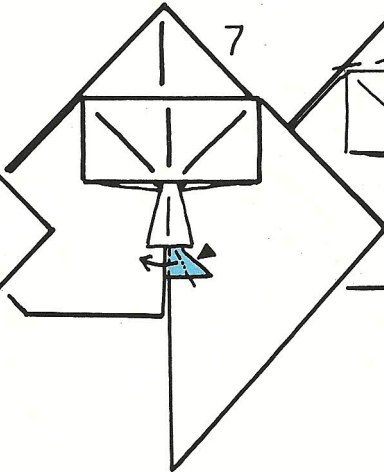
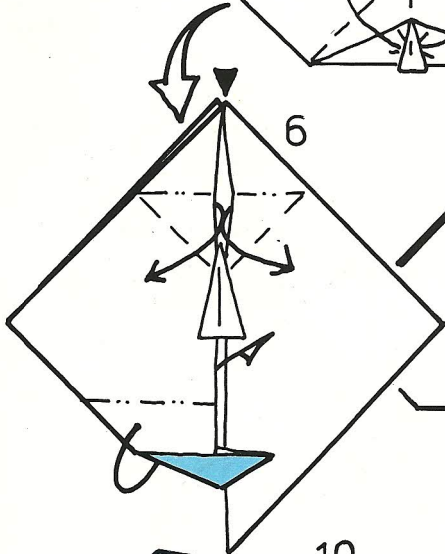
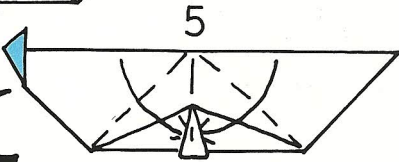
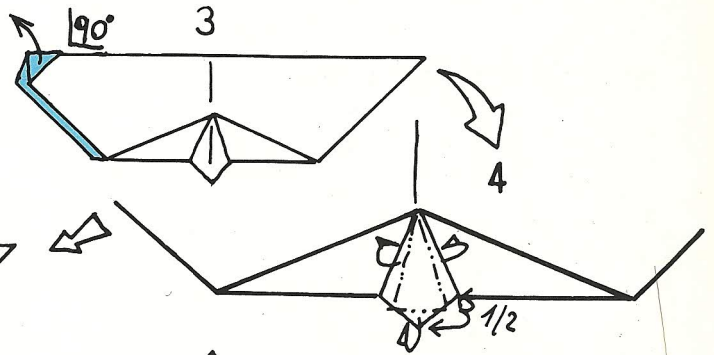
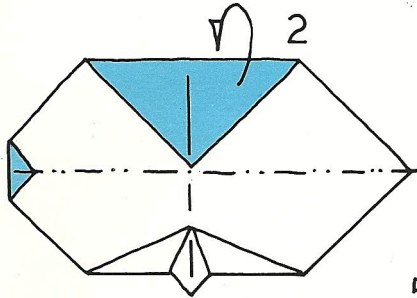
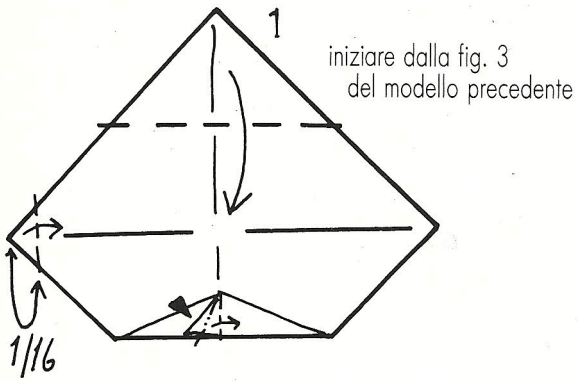
LO GNOMO

●●

9
10
ripetere per
l'altro lato
11
12
13
14

1
1/2
2
3
4
5
6
7
8
alzare e schiacciare
contemporaneamente
la costola esterna
9
10
11
12

Sono molto affezionato a questo modello perché ricordo di averlo creato, dopo aver visto, una sera, mia figlia Veronica tendere le menine verso sua mamma, per essere presa in braccio.

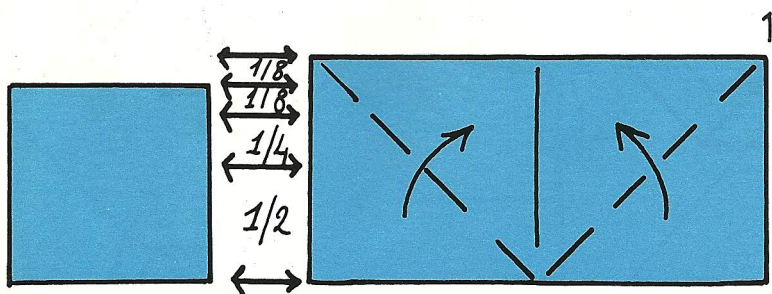
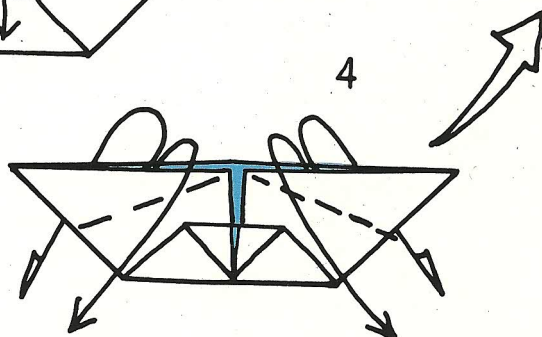
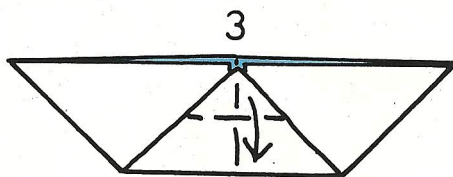
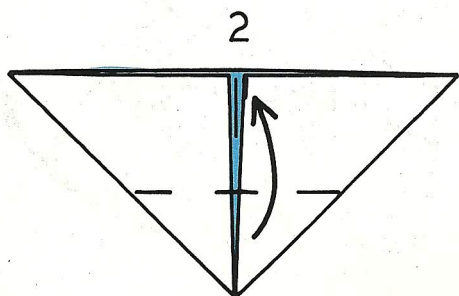
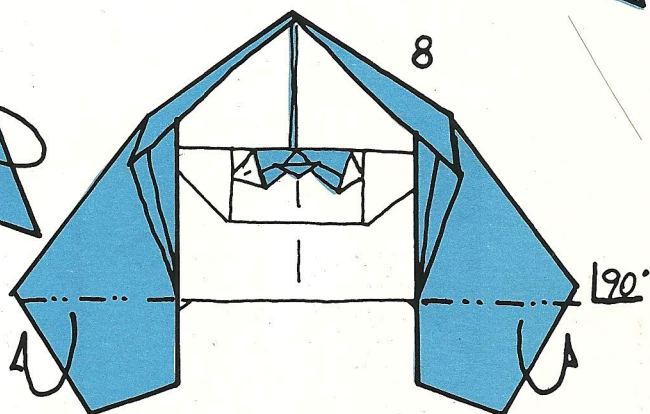
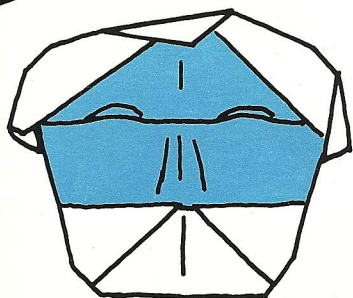
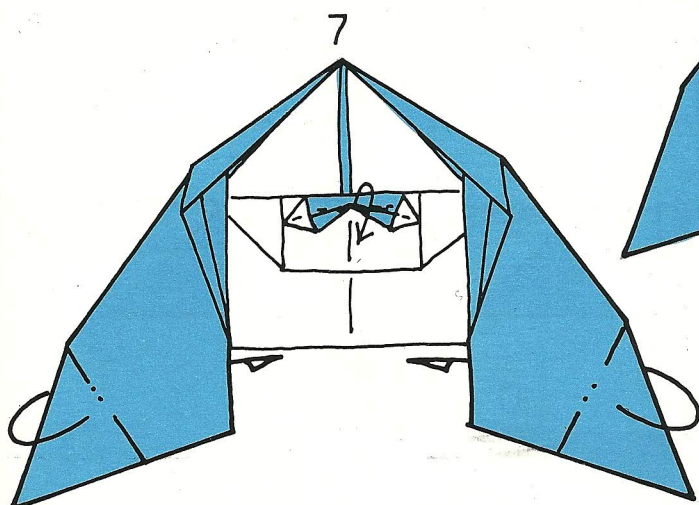
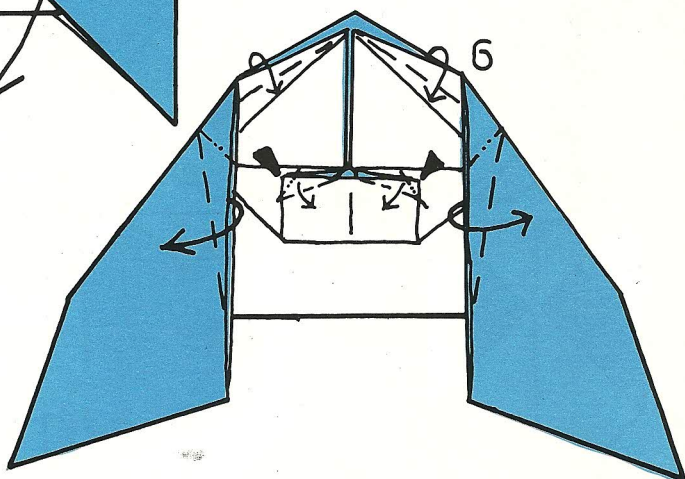
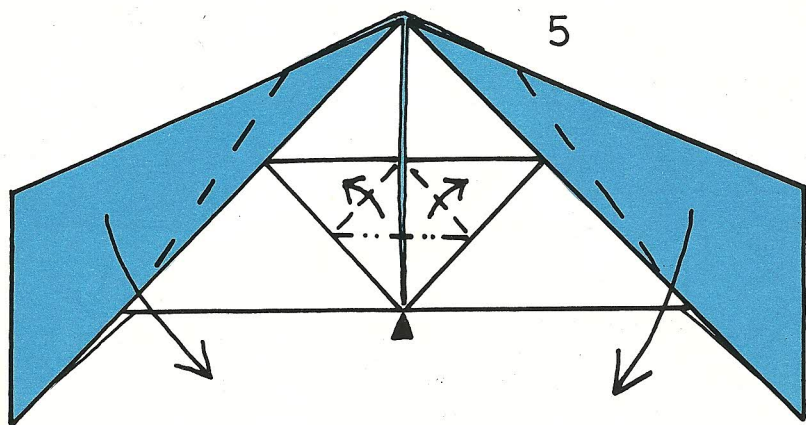
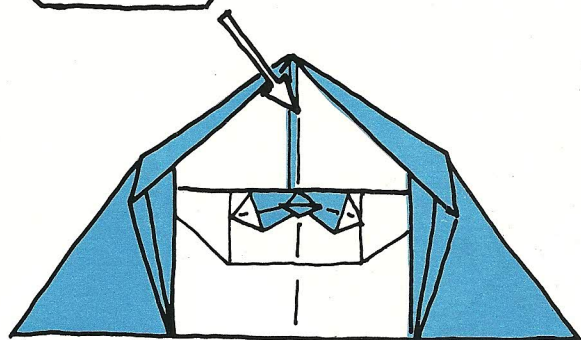
IL VOLTO DI PROFILO

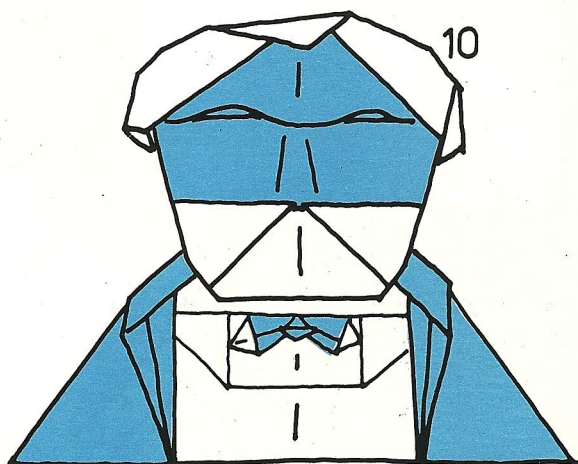
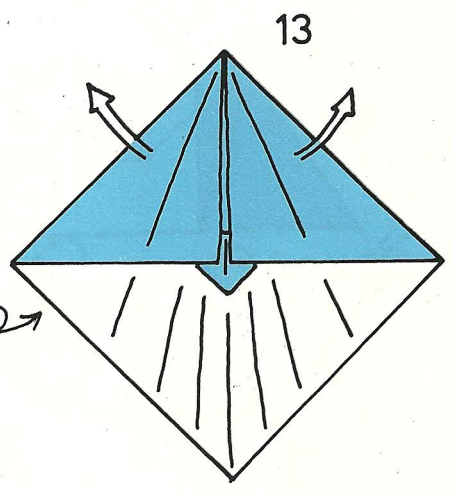
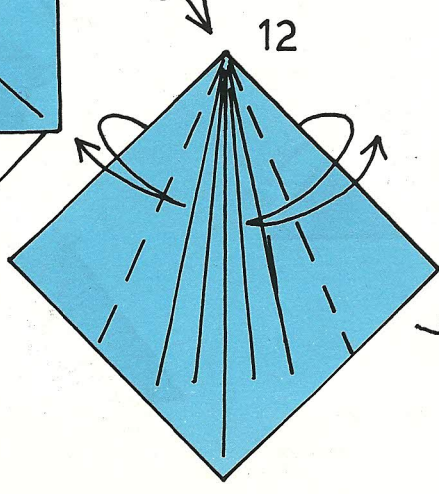
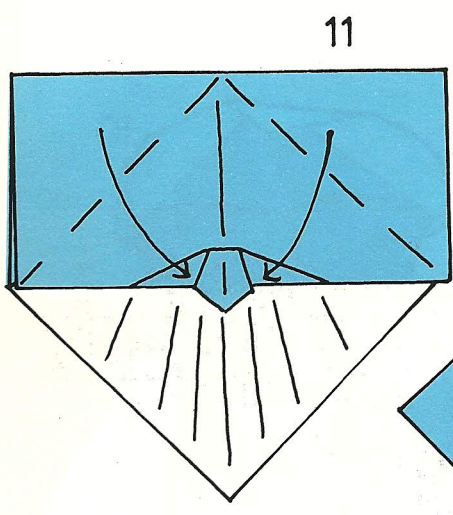
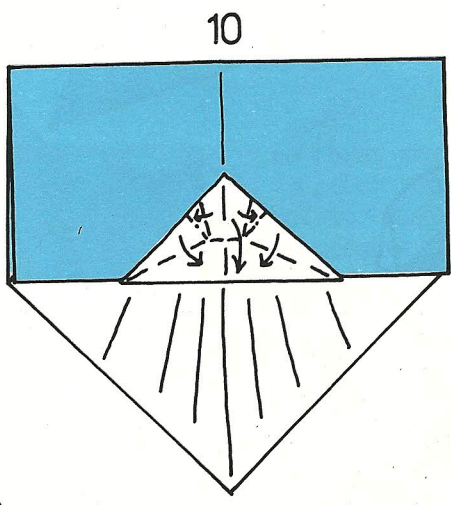
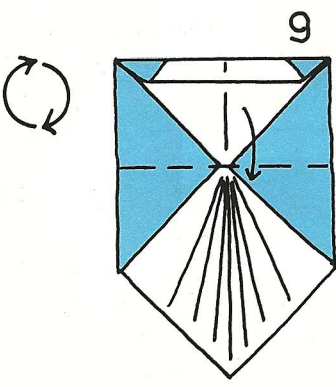
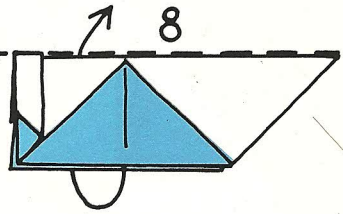
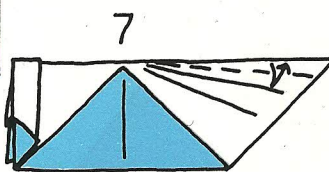
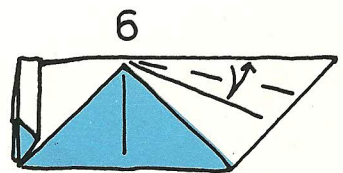
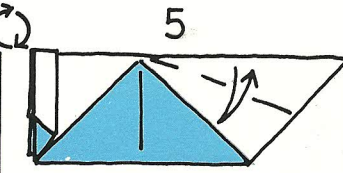
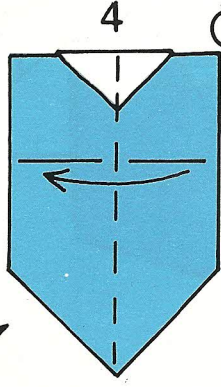
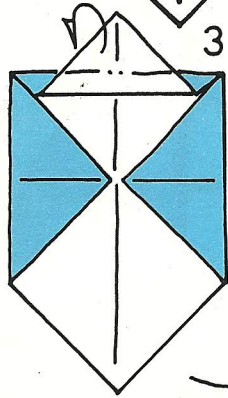
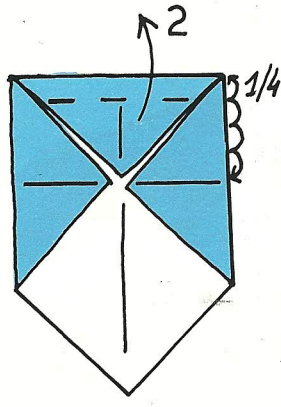
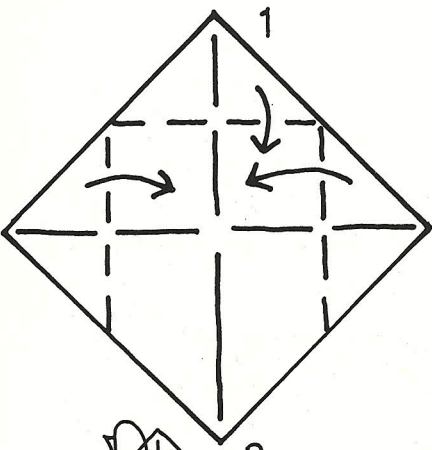
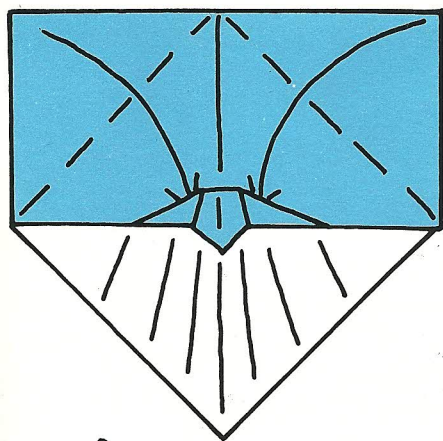
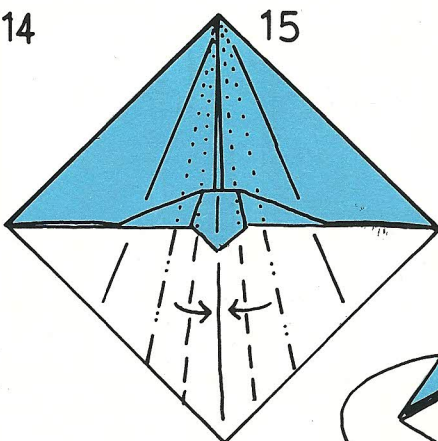
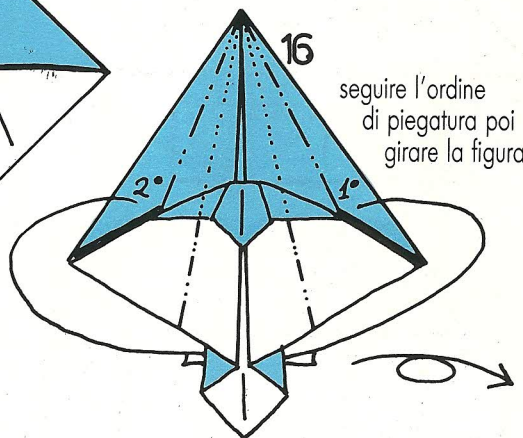
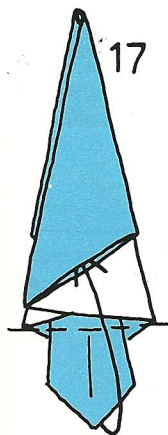
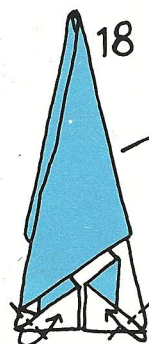
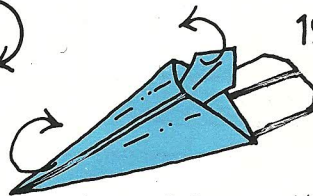
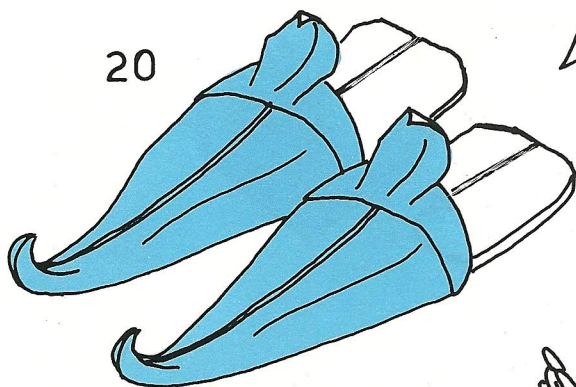
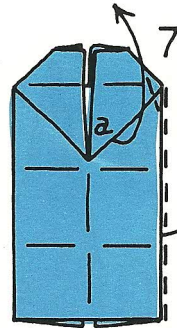
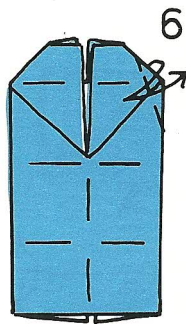
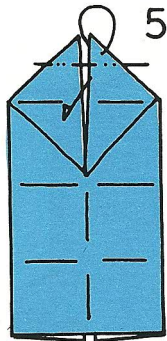
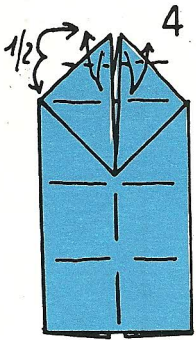
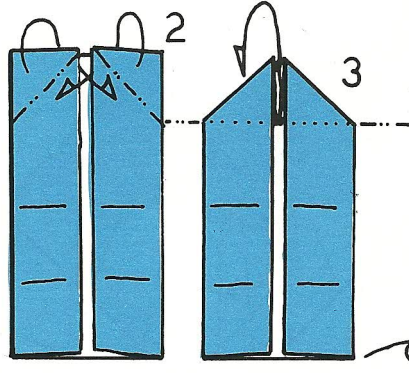
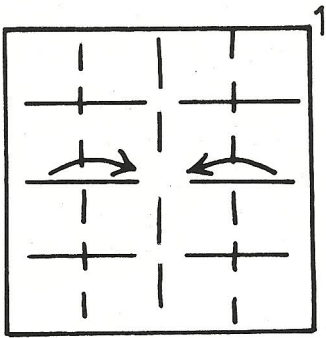
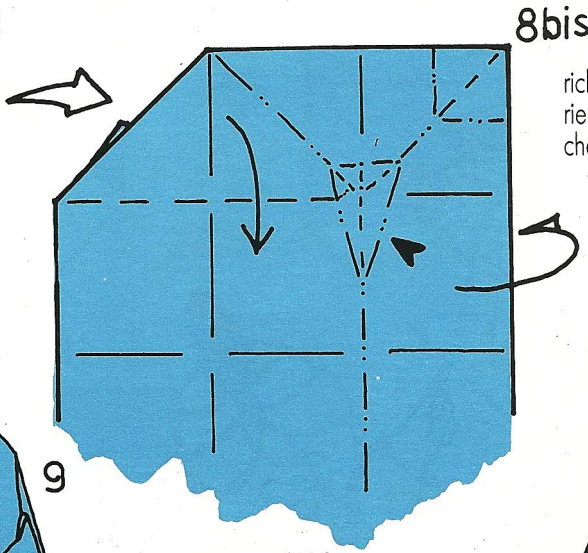
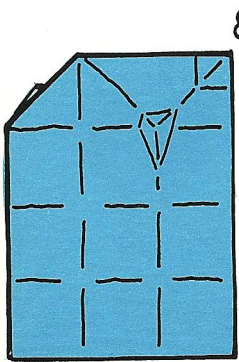
●●

questo è il primo modello
passiamo adesso ad eseguire alcune varianti

attenzione, queste non sono pieghe a monte, ma contropieghe verso l'interno

questo è il secondo modello
continuiamo ancora a fare varianti

11
terzo modello
questo naturalmente è più ricco di particolari; ripartenedo dalla fig. 5, invece, possiamo ottenere il profilo di una persona con i baffi
12
13C
5
rivoltare le punte in basso
6
7
8
8bis
formare una tasca
10D
quarto modello
9
intascare l'altra punta, così da bloccare i due lembi
E
F
i modelli (E) ed (F), sono altre varianti, che sono sicuro riuscirete ad ottenere facilmente da soli

VOLTO DI UOMO CON I BAFFI

19
18
17
16
ripetere per l'altro
lato, poi girare
15
14
12
ripetere per
l'altra punta
13

●●
1
iniziare dalla fig. 3
del modello precedente
1/16
2
3
90°
4
1/2
5
6
7
8
9
10
11
12
da questo punto, per modellare le orecchie ed il volto, procedere come nel modello precedente
13

BUSTO DI GIUSEPPE VERDI

si può dare l'effetto del naso, pizzicando due pieghe a monte così come è segnato nel disegno

IL BUSTO

per il busto, usare un foglio rettangolare 1 x 2 di carta bianca da un lato e nera dall'altro. I disegni accanto mostrano il rapporto di proporzione tra il foglio quadrato usato per il volto e quello rettangolare usato per il busto

alzare le alette e metterle a 90°
così da far stare in piedi il busto

unire la testa al busto,
utilizzando un punto di colla

LE BABBUCCE ARABE

14
15
16
seguire l'ordine
di piegatura poi
girare la figura
2°
1°
17
18
19
arricciare un po' le due punte
e schiacciare il dorso
20

11
12
1/2
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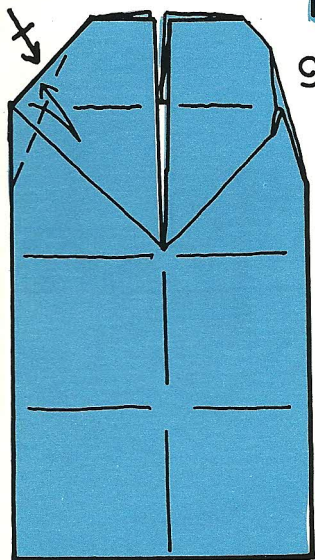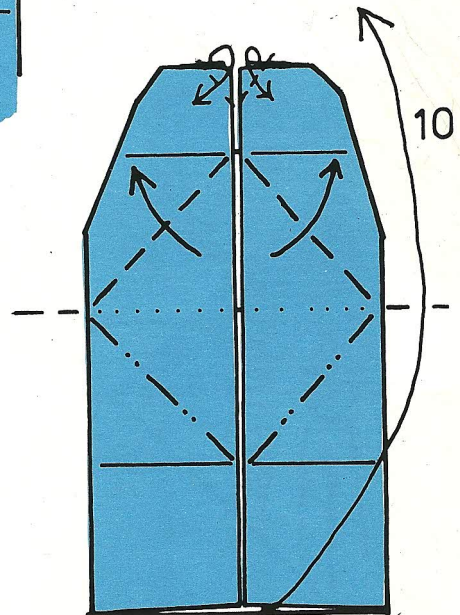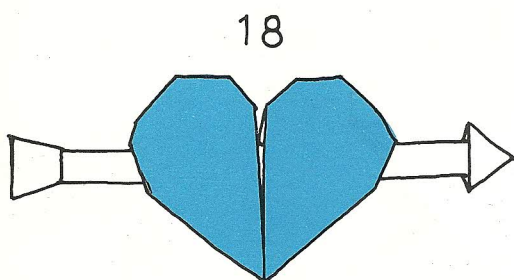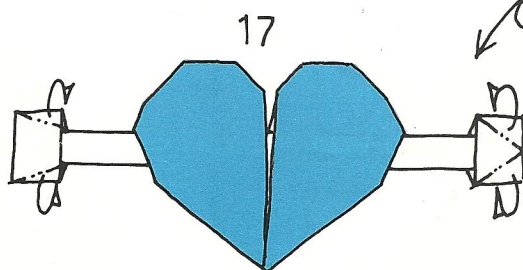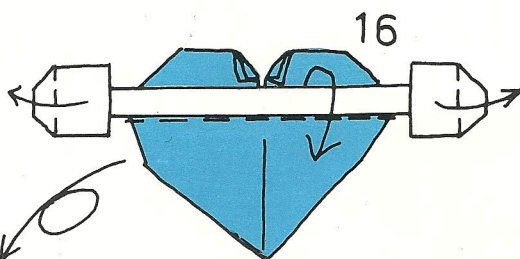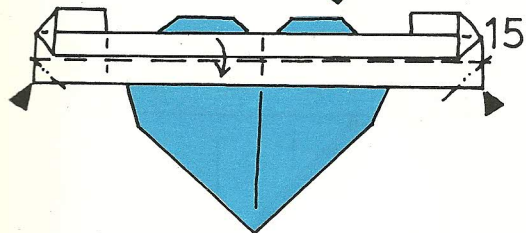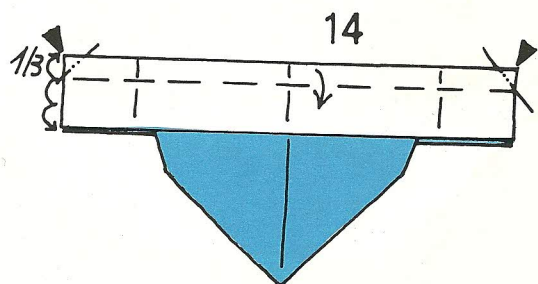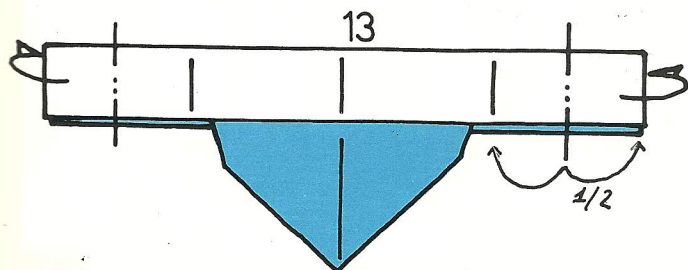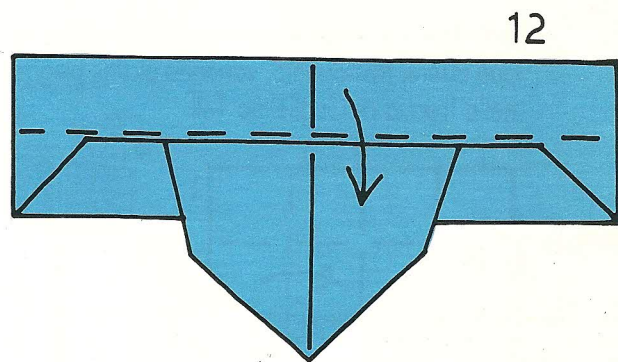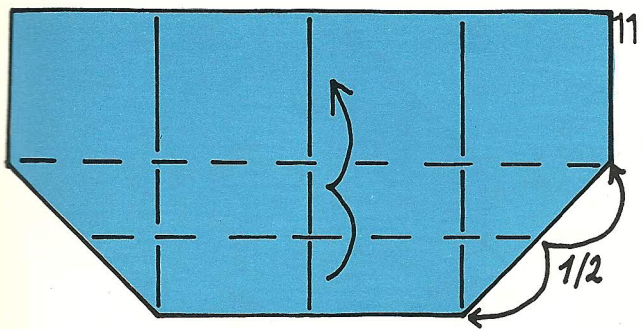
Il modello che abbiamo piegato precedentemente, può essere, trasformato, variando alcune pieghe, nella freccia di Guglielmo Tell

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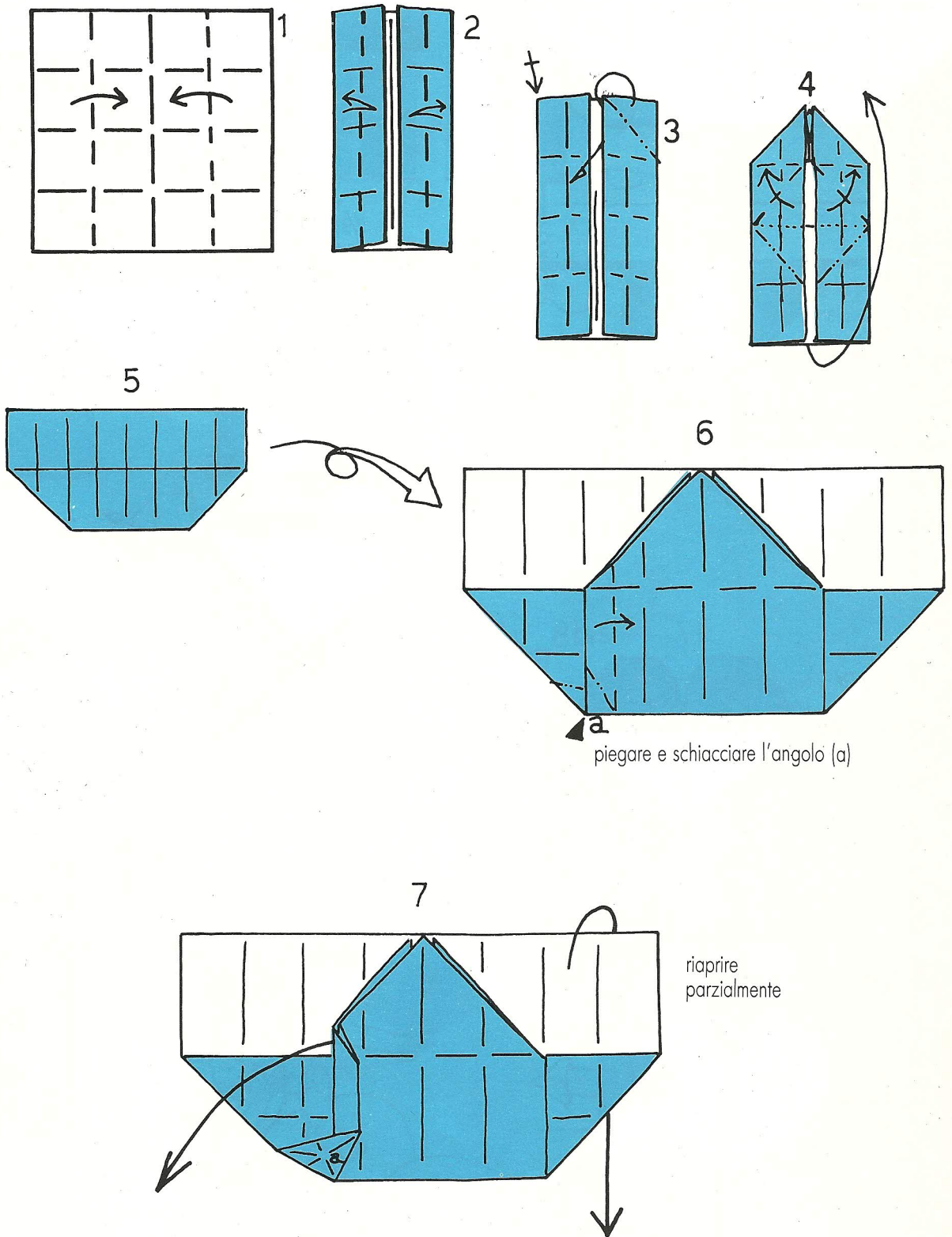
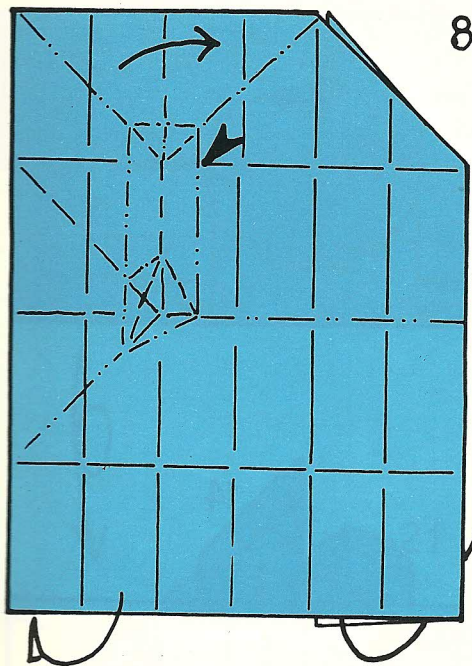
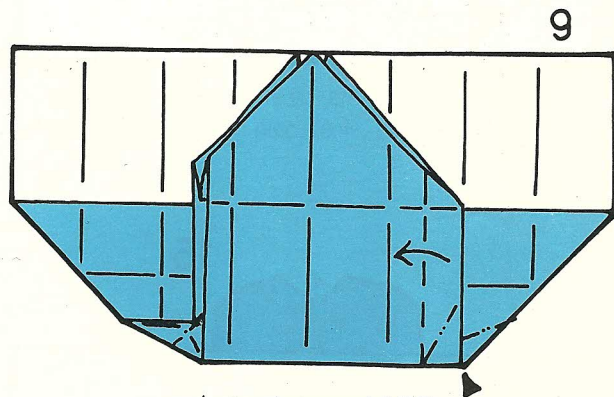
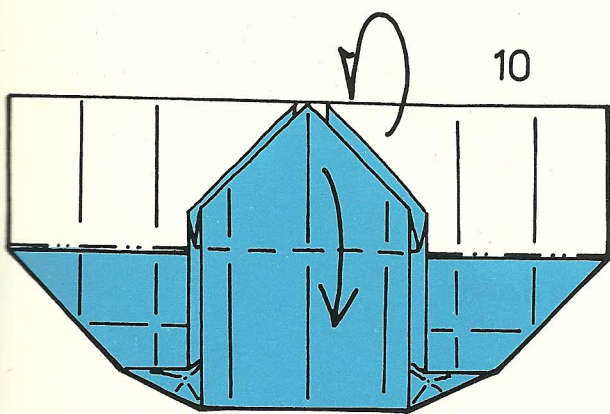
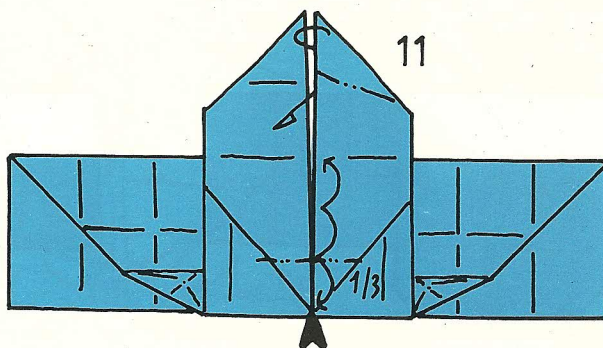
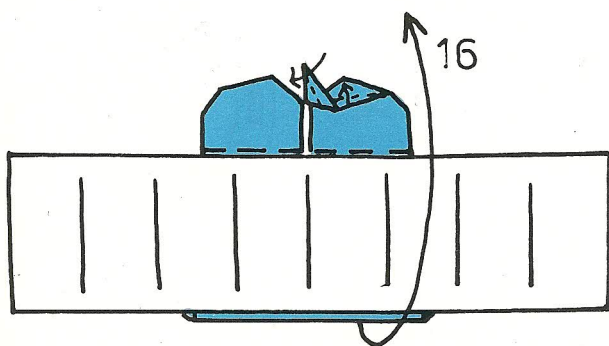
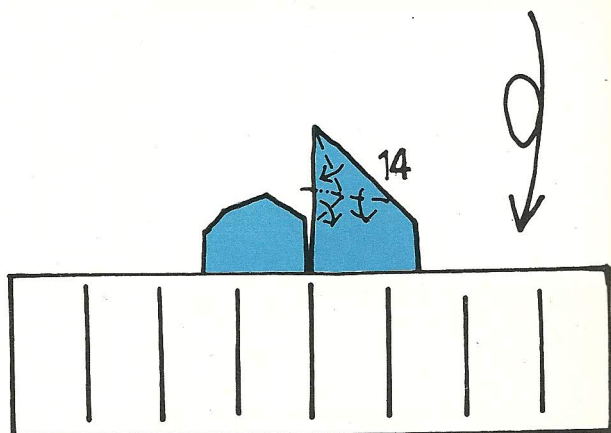
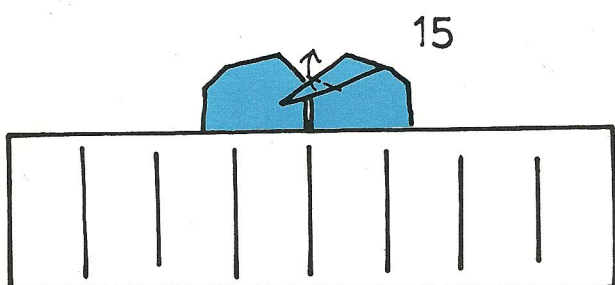
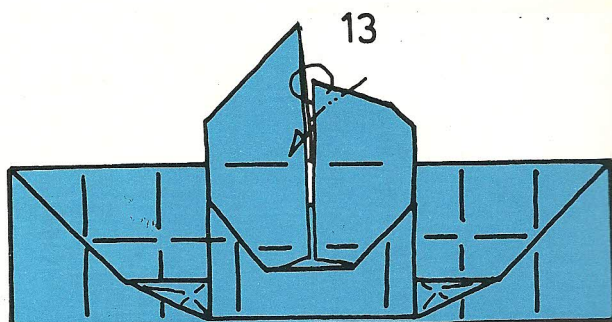
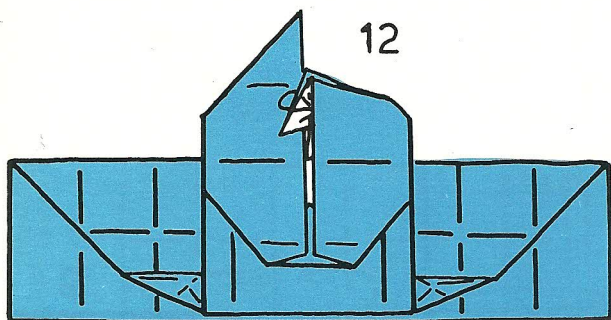
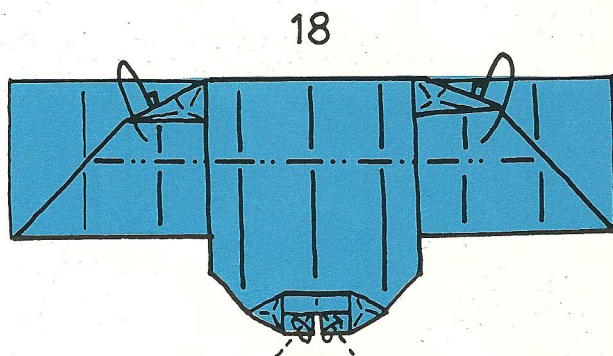
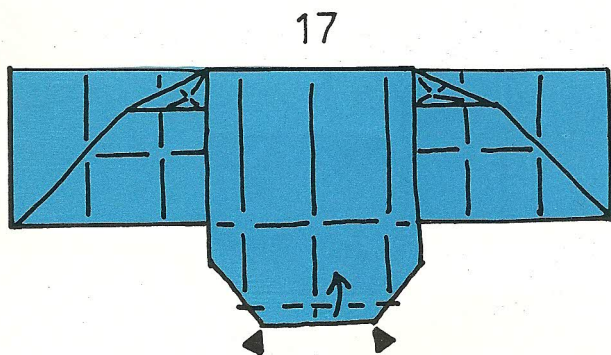
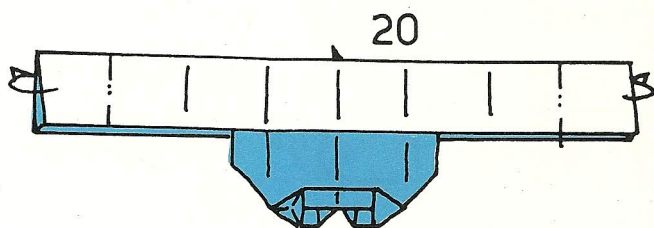
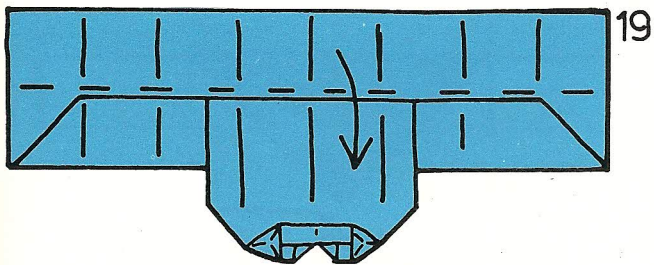
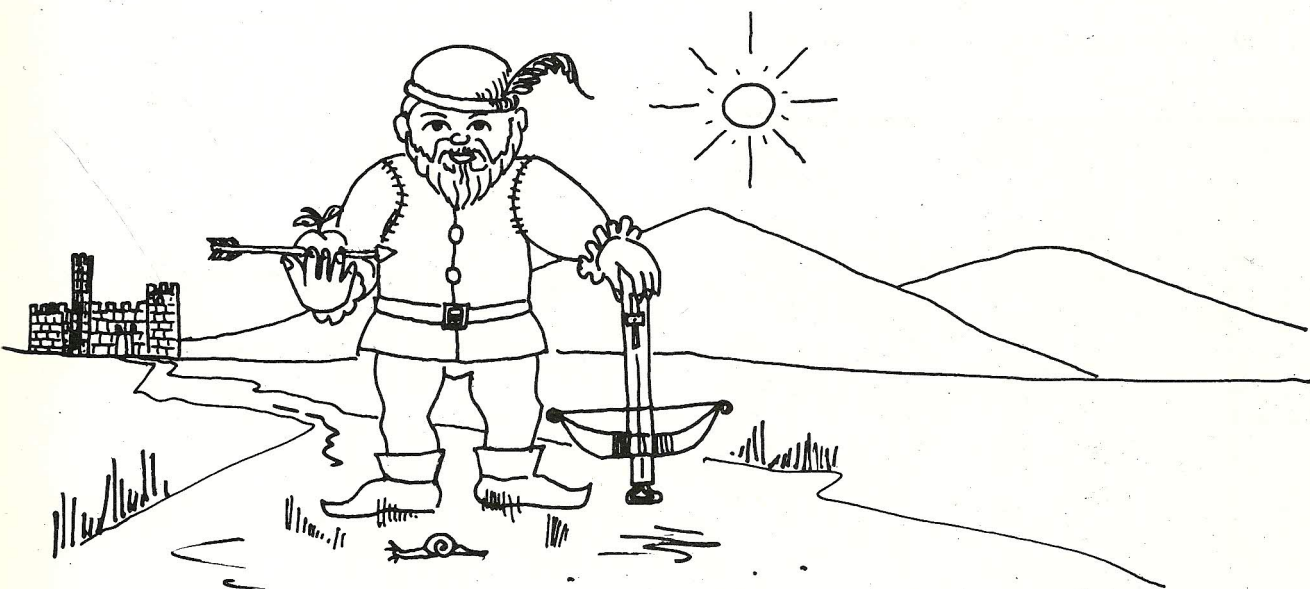
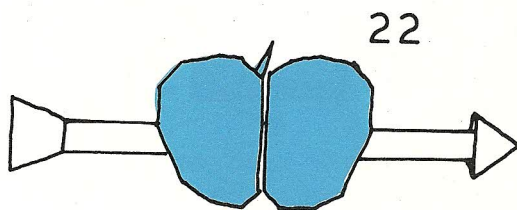
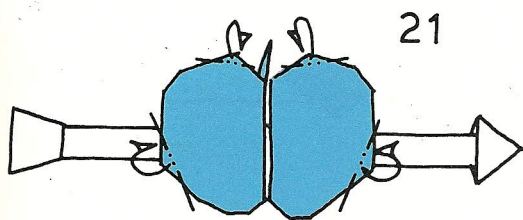
a

piegare e schiacciare l'angolo (a)

richiudere la figura come al passaggio 6, seguendo le pieghe come segnato. In pratica, la parte indicata con la punta di freccia, si deve far rientrare

ripetere i passaggi 6-7-8

assottigliare la punta
e alzare i due lembi

da questo punto, per realizzare la figura, procedere come per il modello precedente, poi girare la figura

L'ANELLO A CUORE

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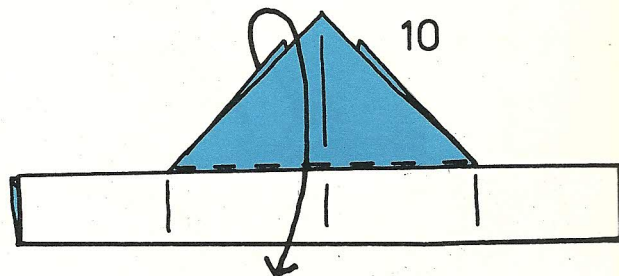
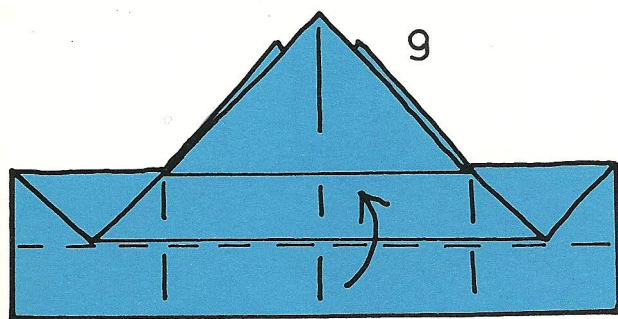
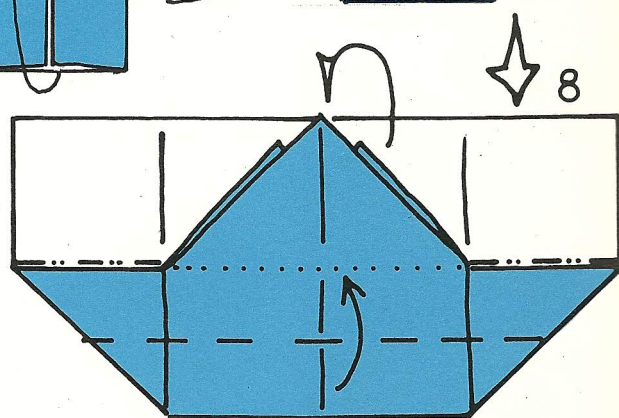
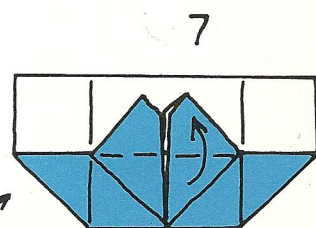
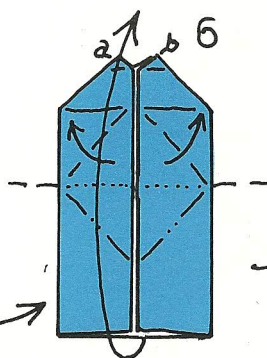
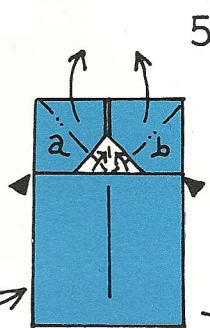
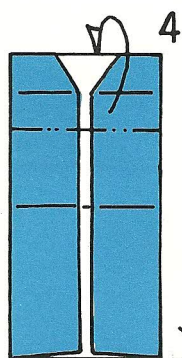
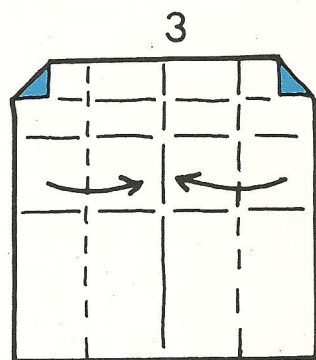
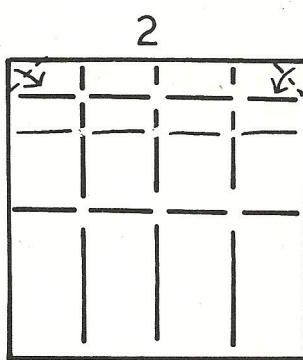
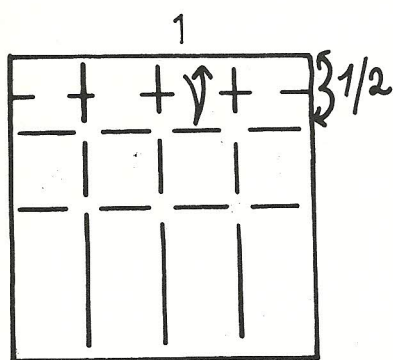
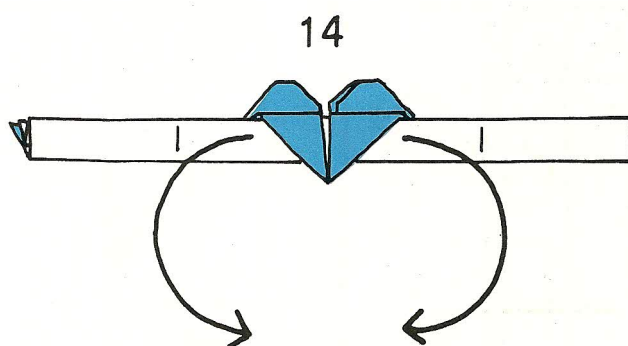
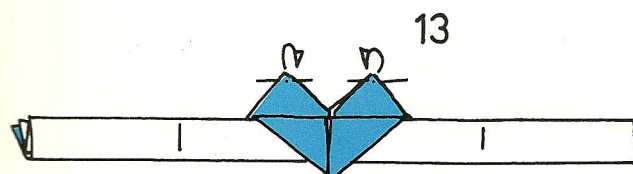
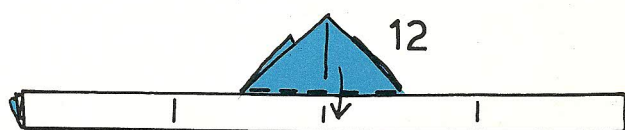
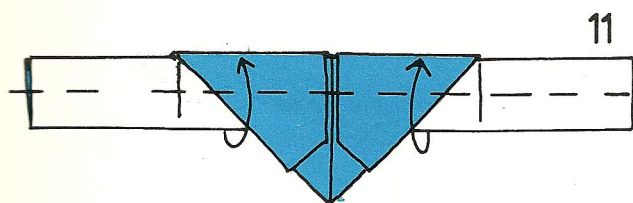
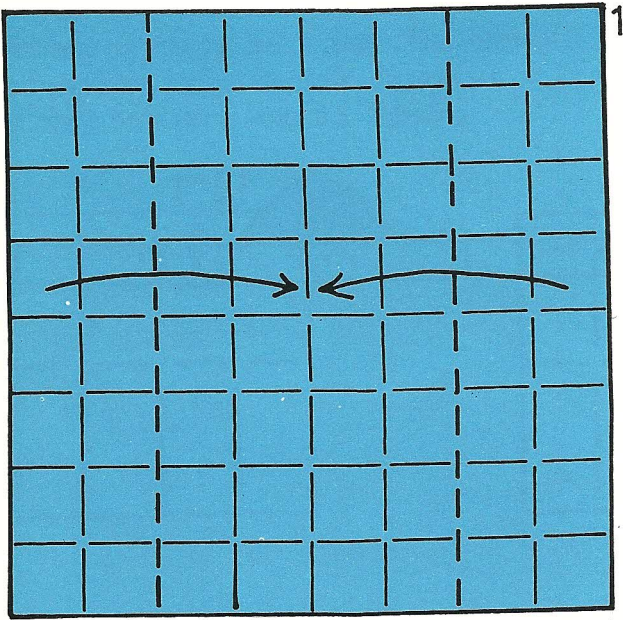
Abbiamo piegato due frecce celebri. Ora, usando la stessa base, faremo un anello, da regalare all'amato bene per la festa di S. Valentino.

arrotondare le due estremità ed incastrarle. Purtroppo l'incastro non è molto resistente, per cui è meglio fissare le due parti con un punto di colla

Il modello che troverete qui di seguito è una scatoletta con coperchio a cuoricino dentro cui potrete collocare l'anello per regalarlo in modo originale e grazioso.

SCATOLA CON CUORICINO

●●

1

usare un foglio bianco da un lato e rosso dall'altro, dividerlo, piegandolo, in 64 quadratini; poi piegare come è segnato

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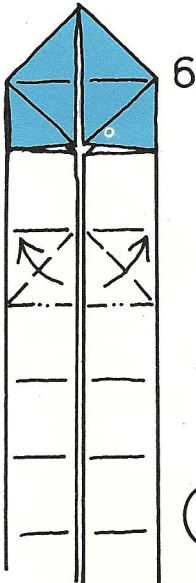
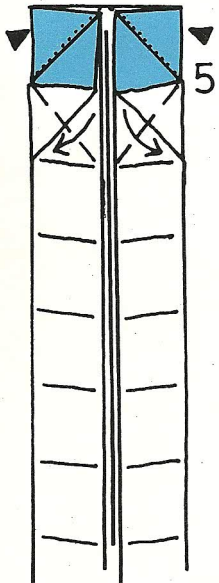
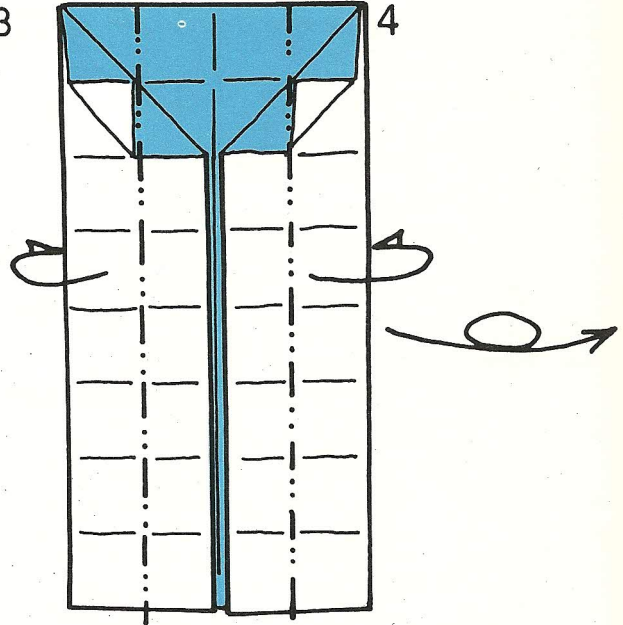
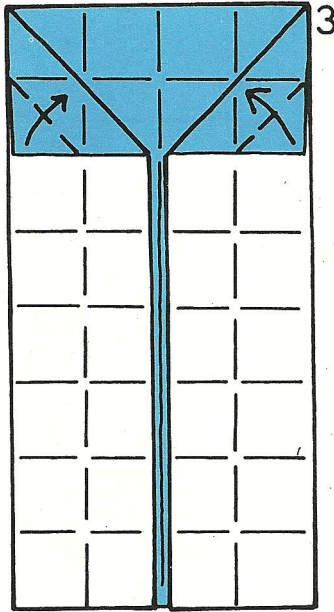
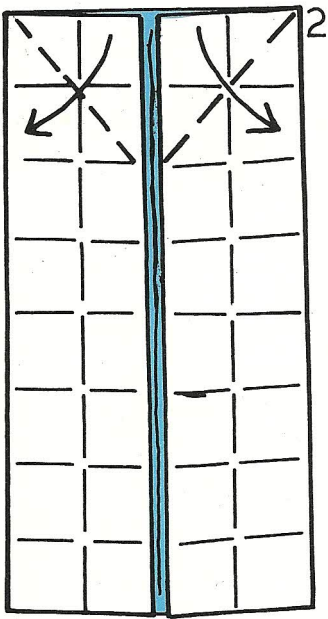
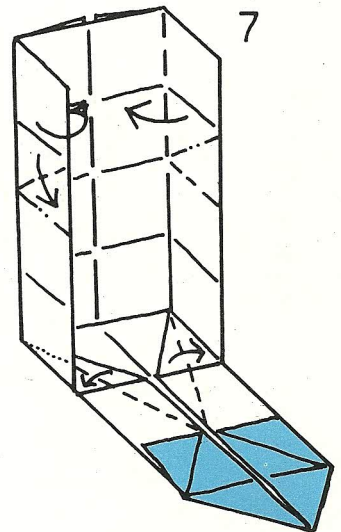
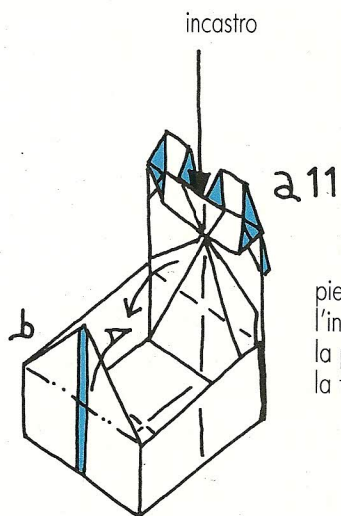
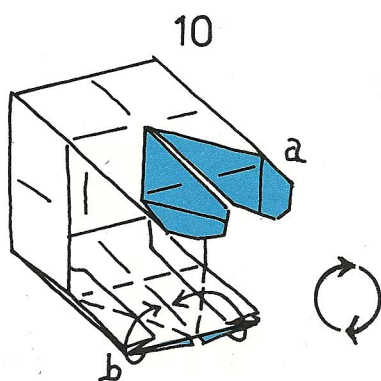
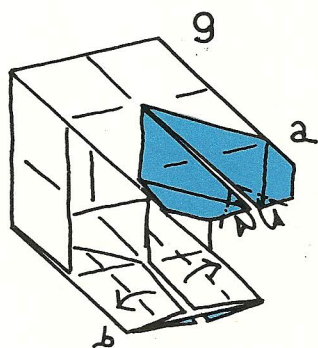
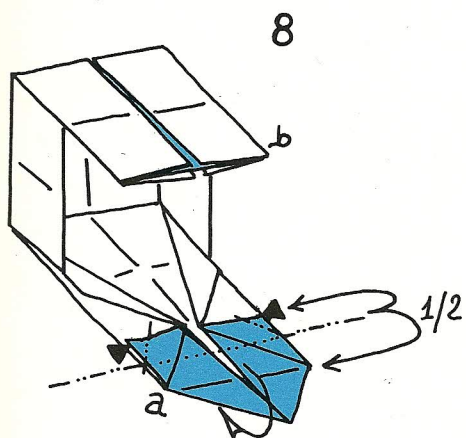
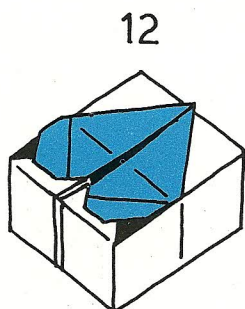
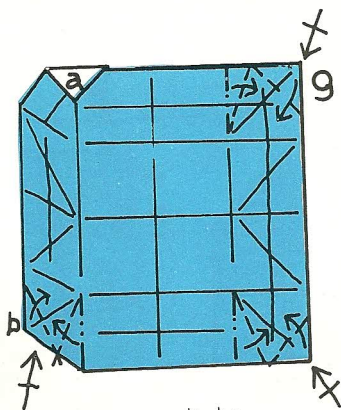
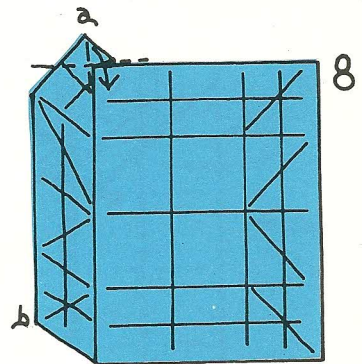
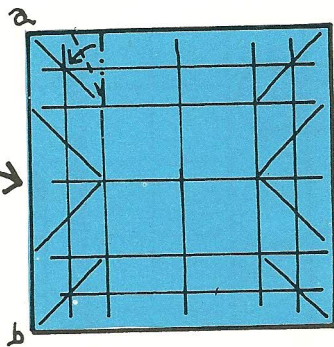
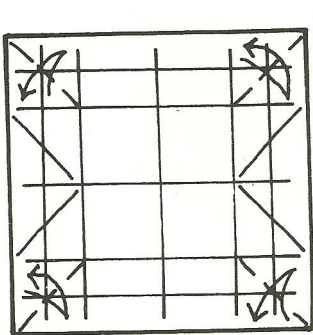
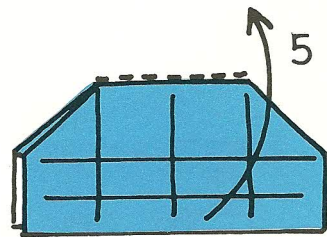
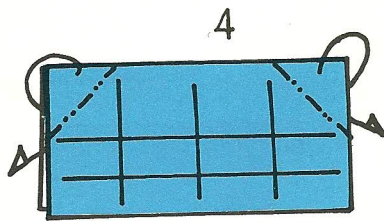
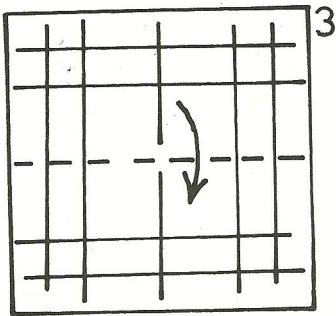
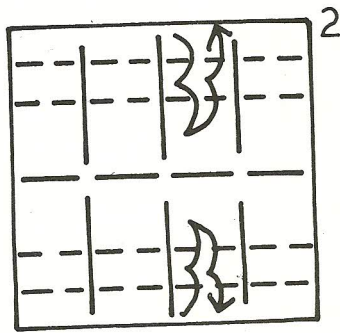
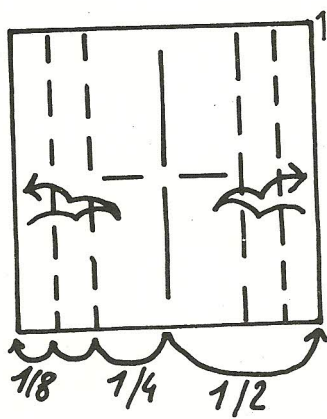
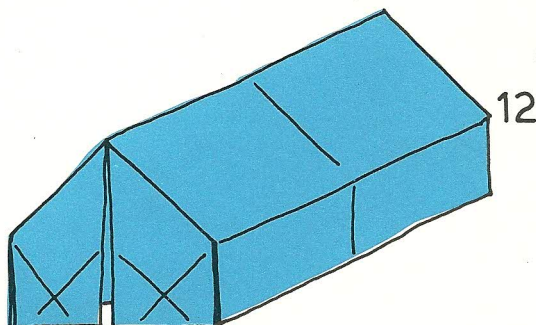
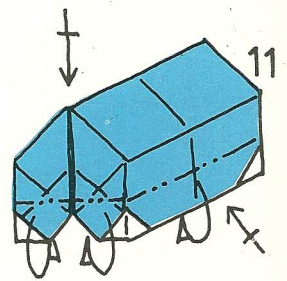
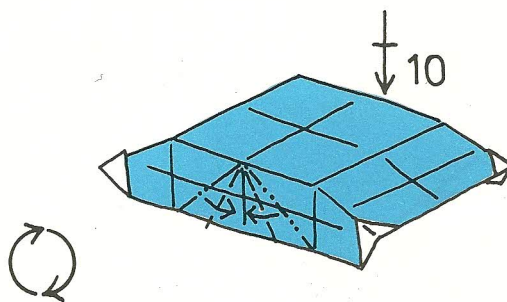
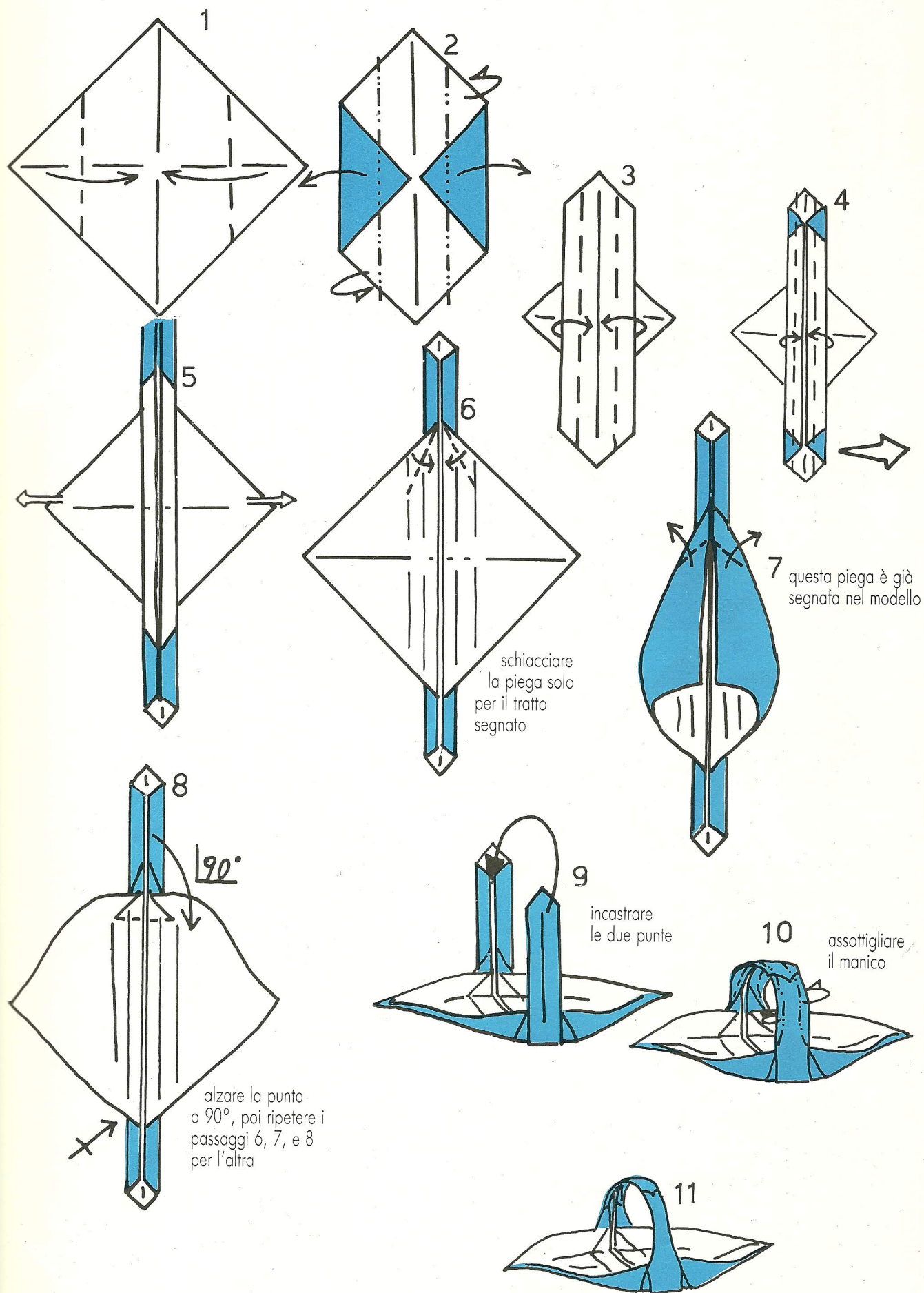
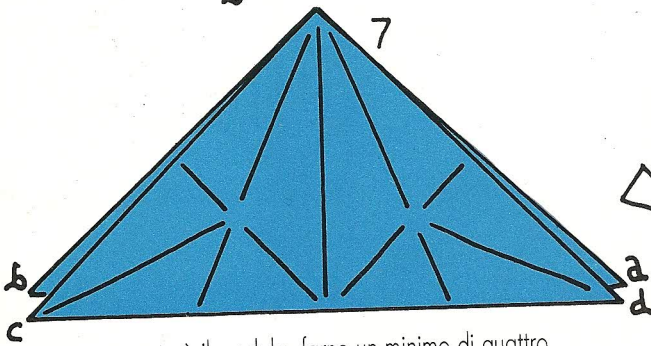
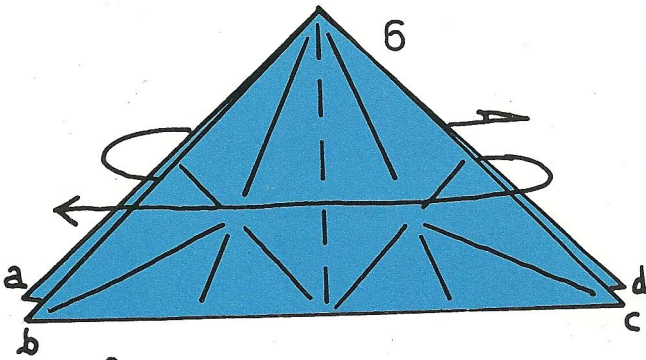
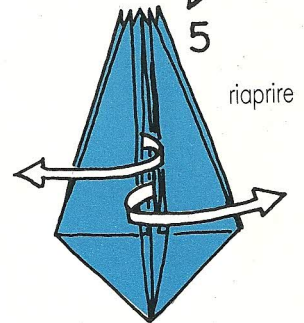
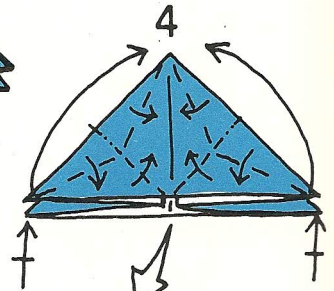
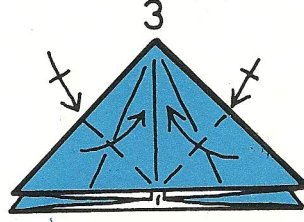
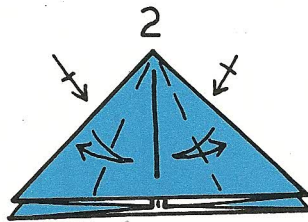
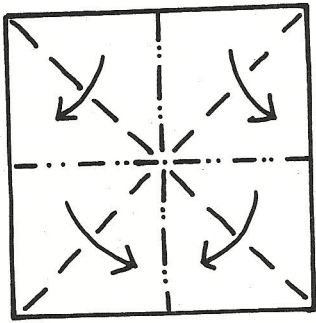
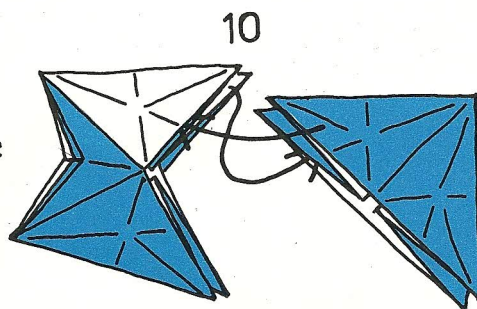
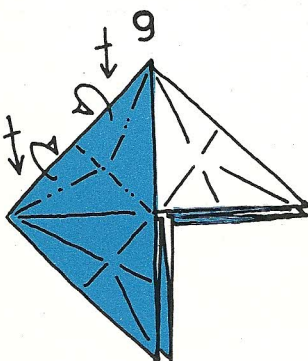
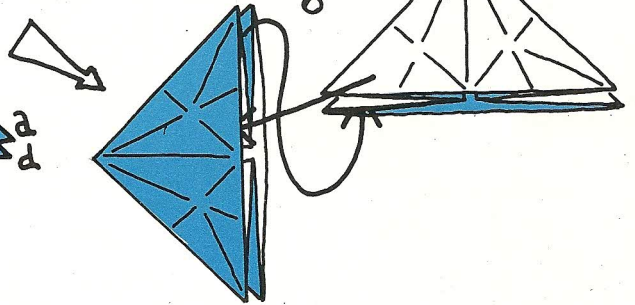
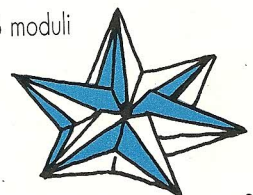
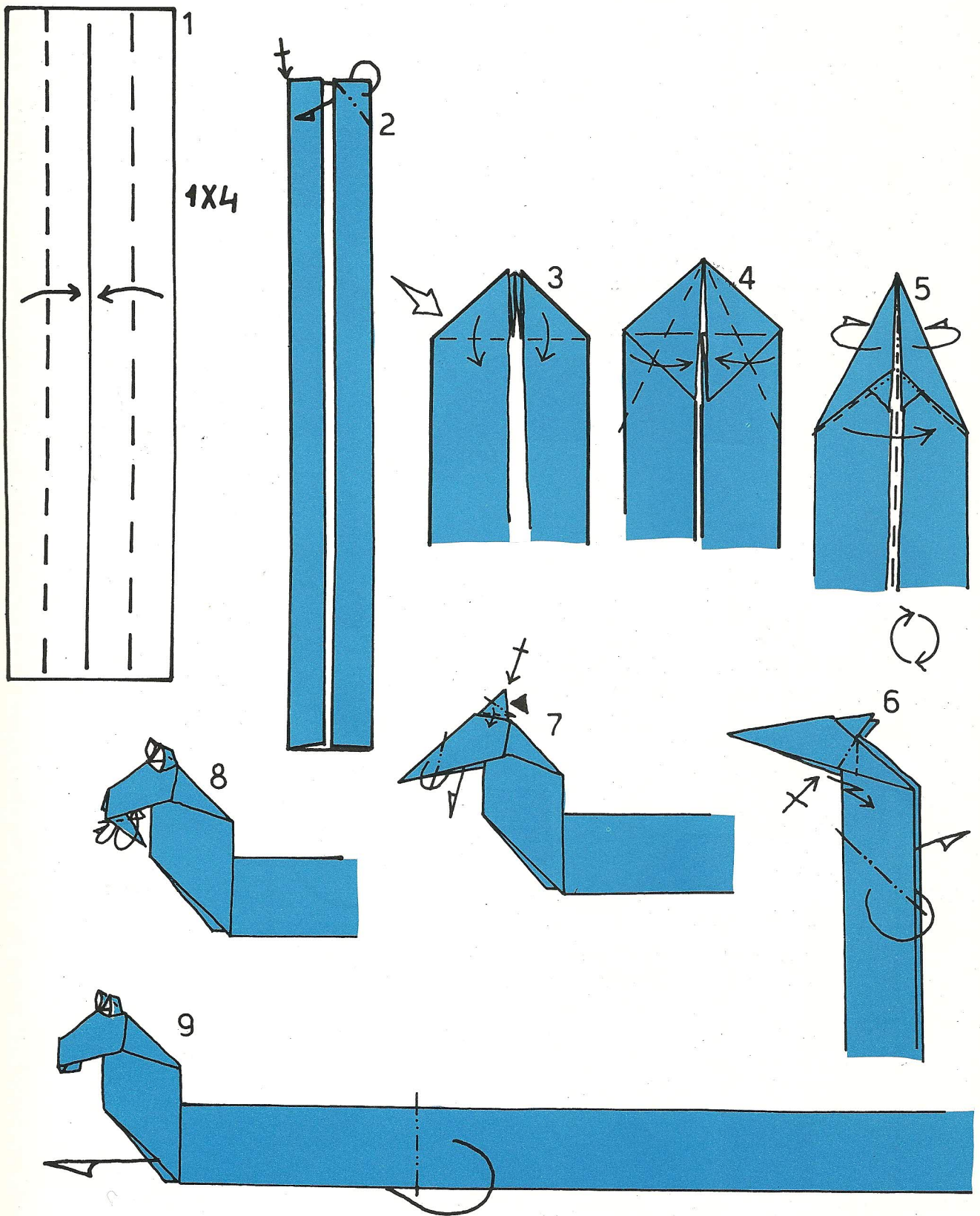
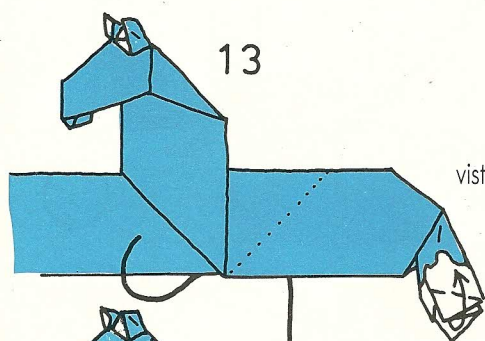
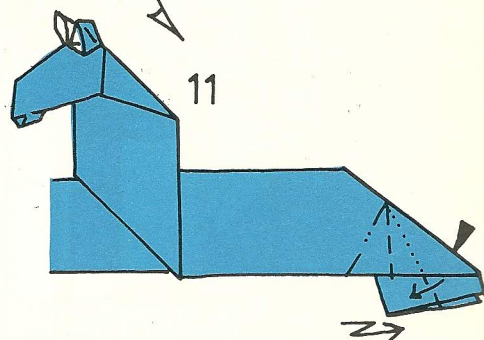
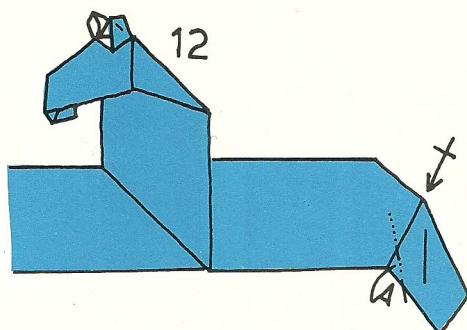
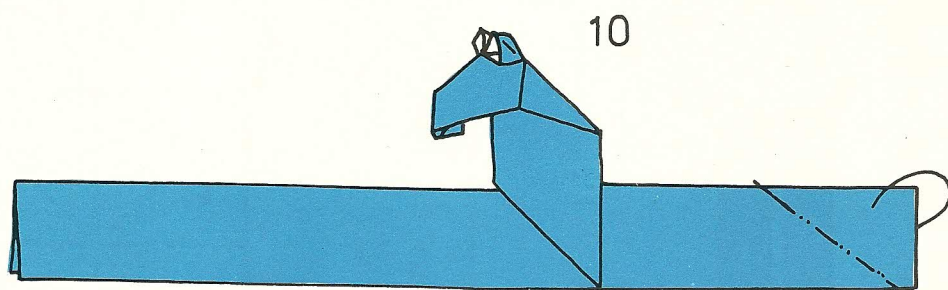

il modello comincia a prendere forma tridimensionale

7

8
b
1/2
a
9
a
b
10
a
b
incastro
a 11
b
piegare (a) e (b) verso l'interno ed incastrare la punta (b) dove indica la freccia
12

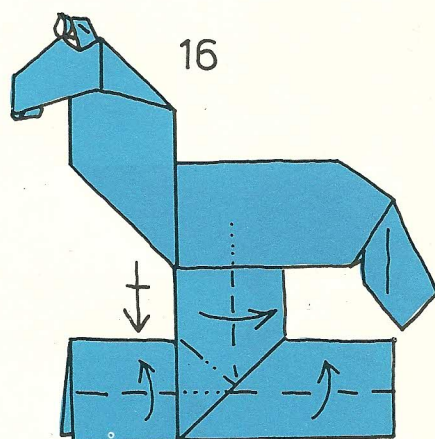
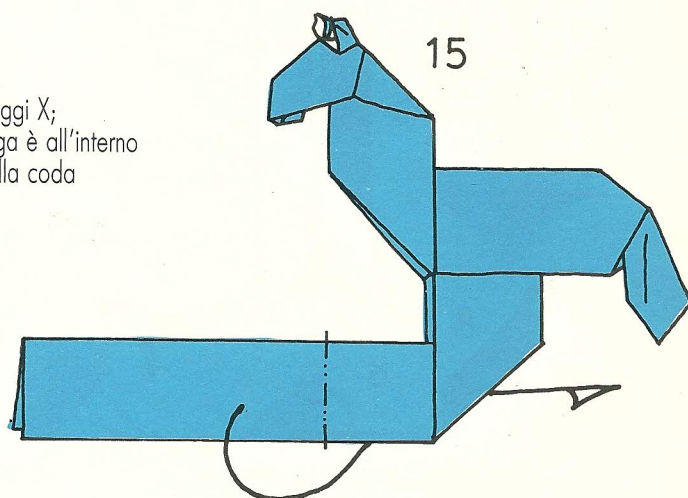
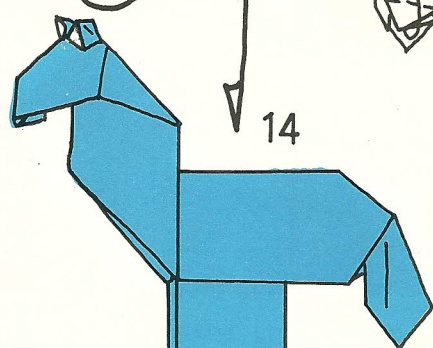
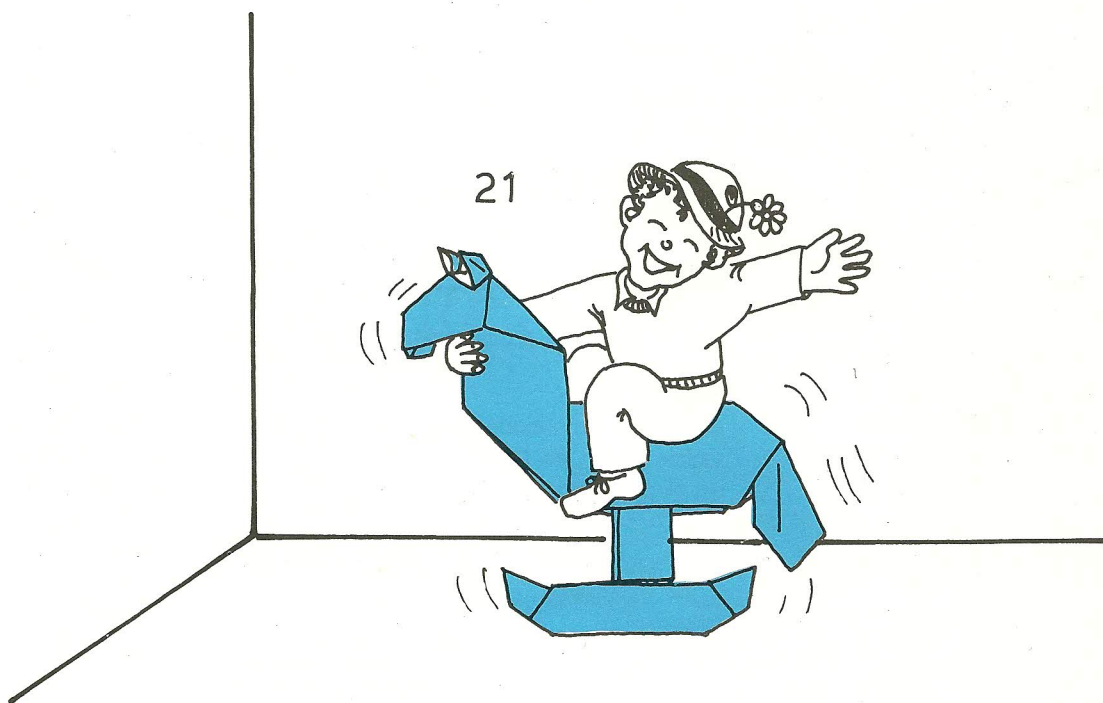
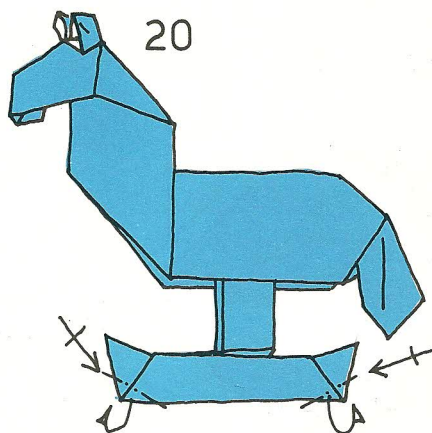
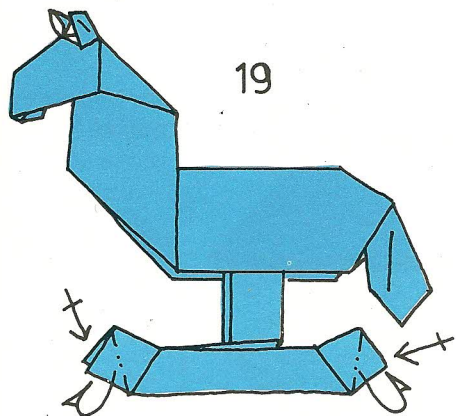
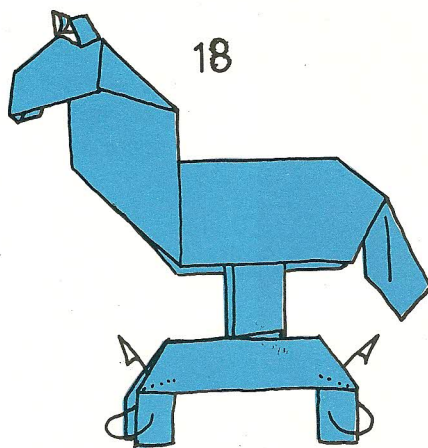
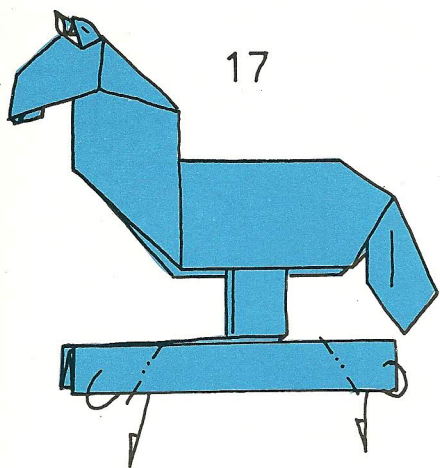
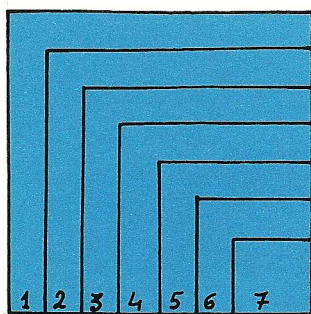
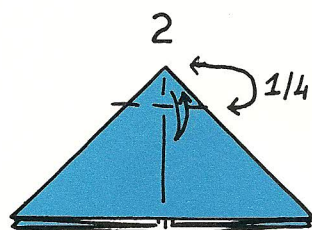
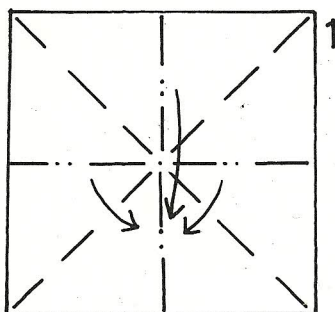
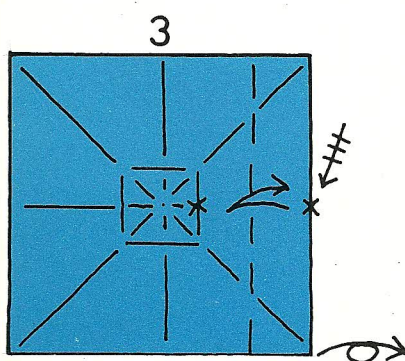
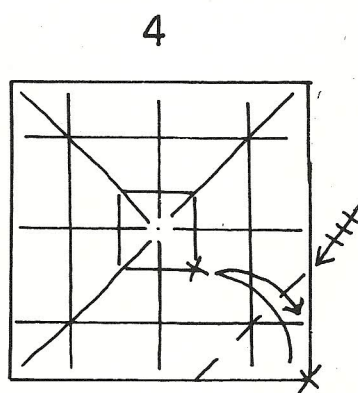
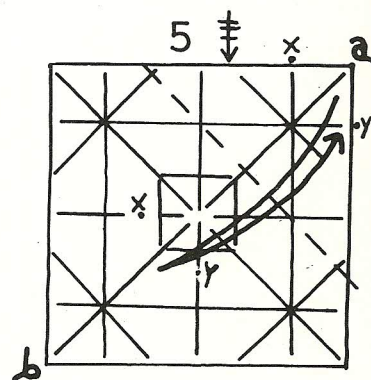
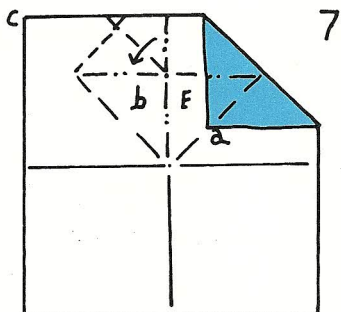
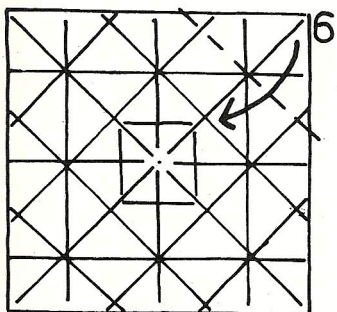
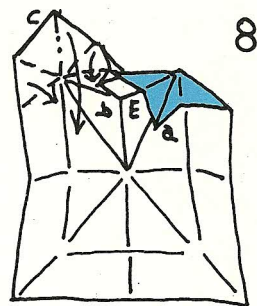
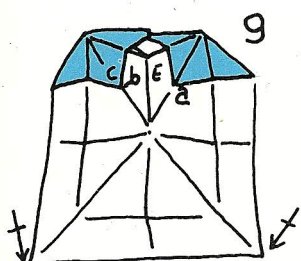
LA TENDA

ripetere per gli altri angoli le pieghe 7 e 8

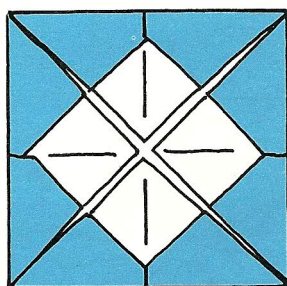
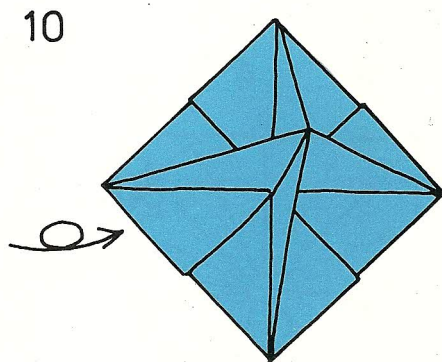
IL CANESTRO PER FIORI

LA STELLA MODULARE
(modello tridimensionale)

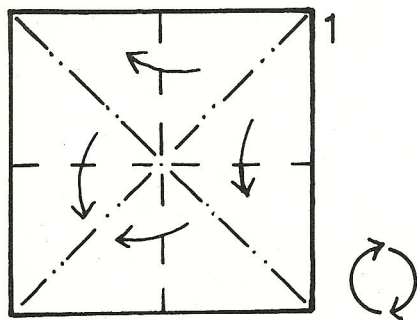
●●

questo è il modulo; farne un minimo di quattro, di diversi colori, poi incastrarli come segue

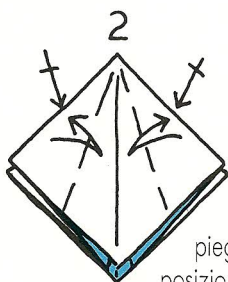
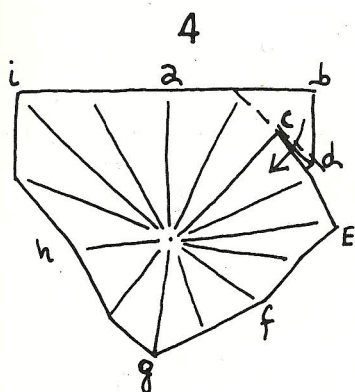
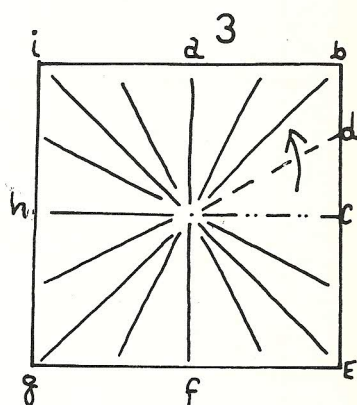
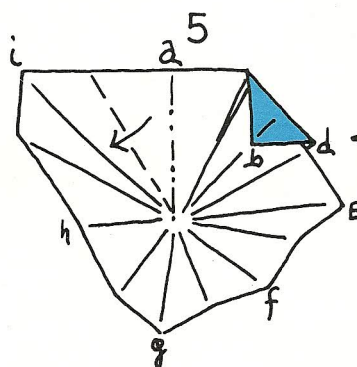
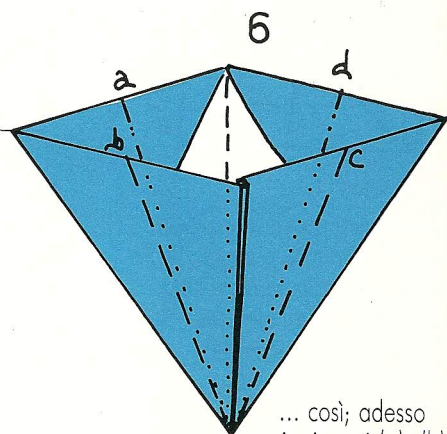
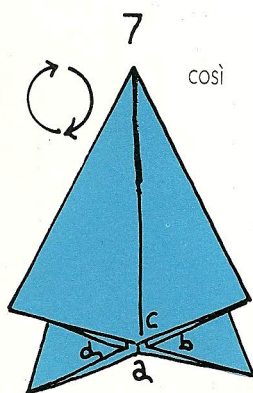
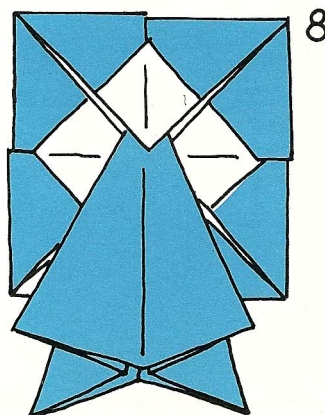
IL CAVALLO A DONDOLO

10
12
11
13
vista ai raggi X;
la piega è all'interno
della coda
14
15
16

17
18
19
20
21

●●

LA CHIOMA

utilizzare sette fogli dello stesso colore, di formato decrescente in progressione di 1/8 ciascuno

piegare e riportare nella posizione iniziale; quindi riaprire tutti i fogli come al passaggio 1 e girare

piegare e riaprire, facendo coincidere i due punti segnati con (x); quindi ripetere per gli altri tre lati e girare la figura

piegare e riaprire, facendo ancora coincidere i punti segnati con (x), poi ripetere per gli altri tre angoli

portare la punta (a) sulla diagonale (a-b) fino a incontrare i punti (x) e (y); segnare la piega e riaprire; poi ripetere per gli altri tre angoli

per evitare confusione, appaiono solo le pieghe essenziali; la figura comincia a prendere tridimensionalità

abbassare la punta (c) che blocca la piega precedente ...

... così

ripetere queste due pieghe per ogni lato e angoli, fino a che la figura risulti tutta incastrata e tridimensionale (a forma di piramide)

vista da sotto...

e dall'alto

completare tutti i sette moduli e poi incastrarli a piramide uno nell'altro

IL TRONCO

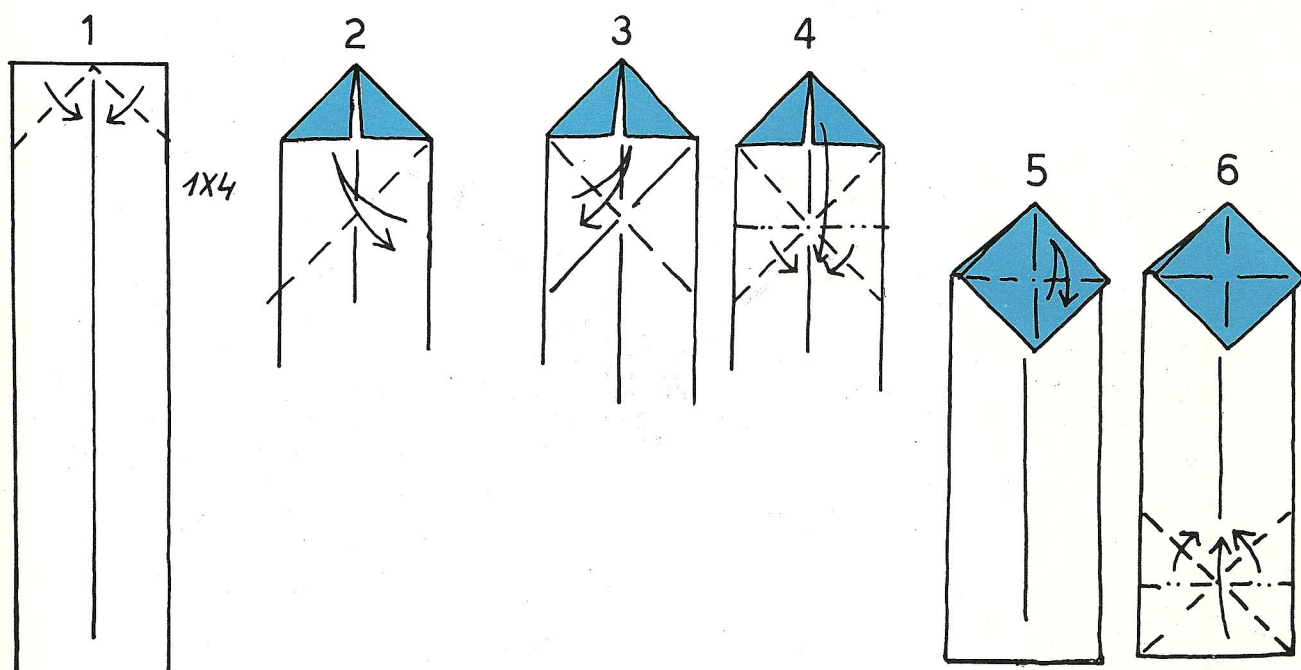
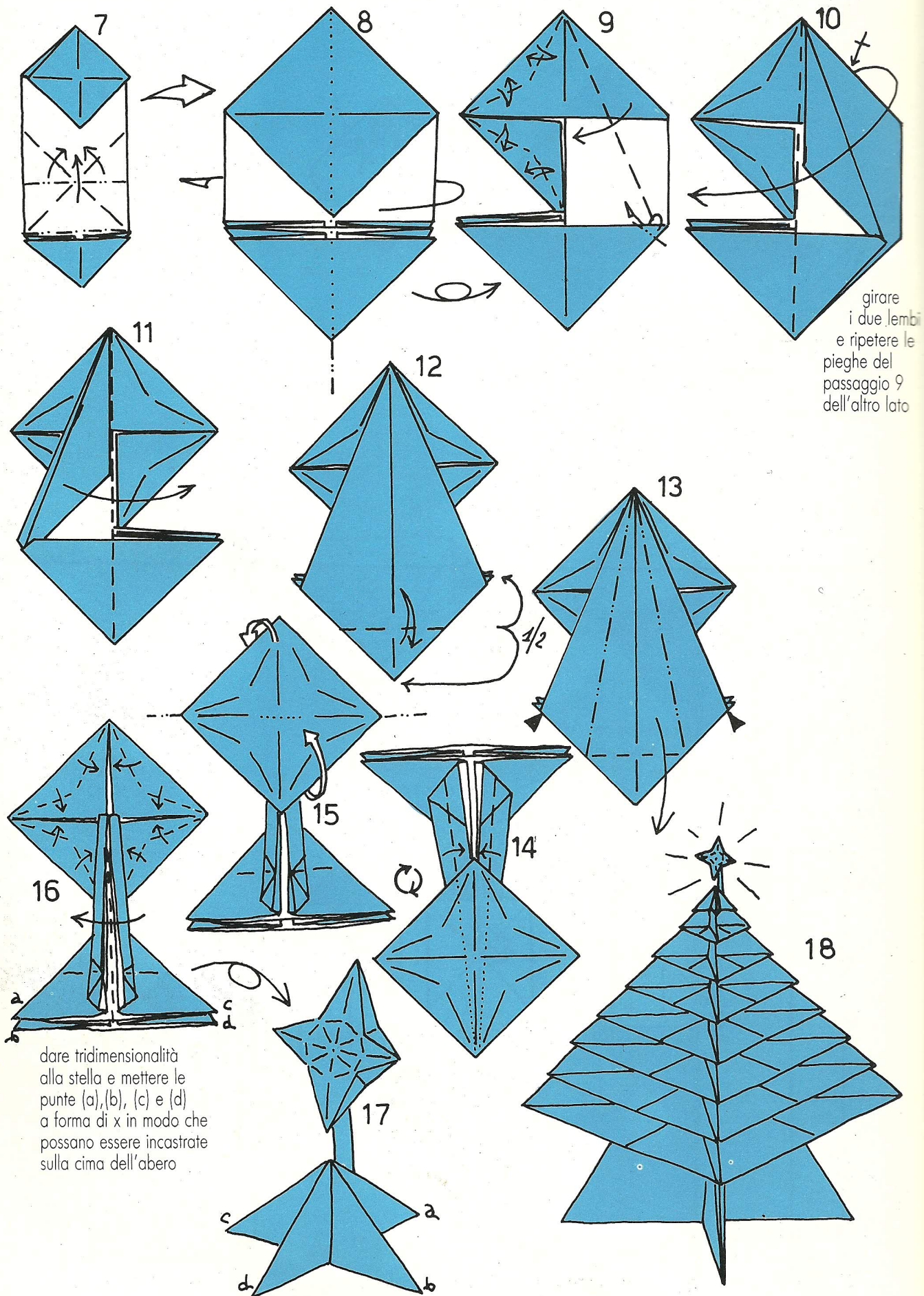
iniziare con un foglio di colore marrone, dello stesso formato del foglio più grande usato per la chioma

piegare e riportare nella posizione iniziale, ripetere dietro e riaprire come al passaggio 1

piegare la punta (b) e bloccare il punto (c)

ripetere le pieghe 3 e 4 per (a), poi ancora per (h) e per (f), così da ottenere una forma piramidale...

... così; adesso unire i punti (a), (b), (c) e (d) al centro e capovolgere la figura

così

ora incastrare il tronco alla chioma

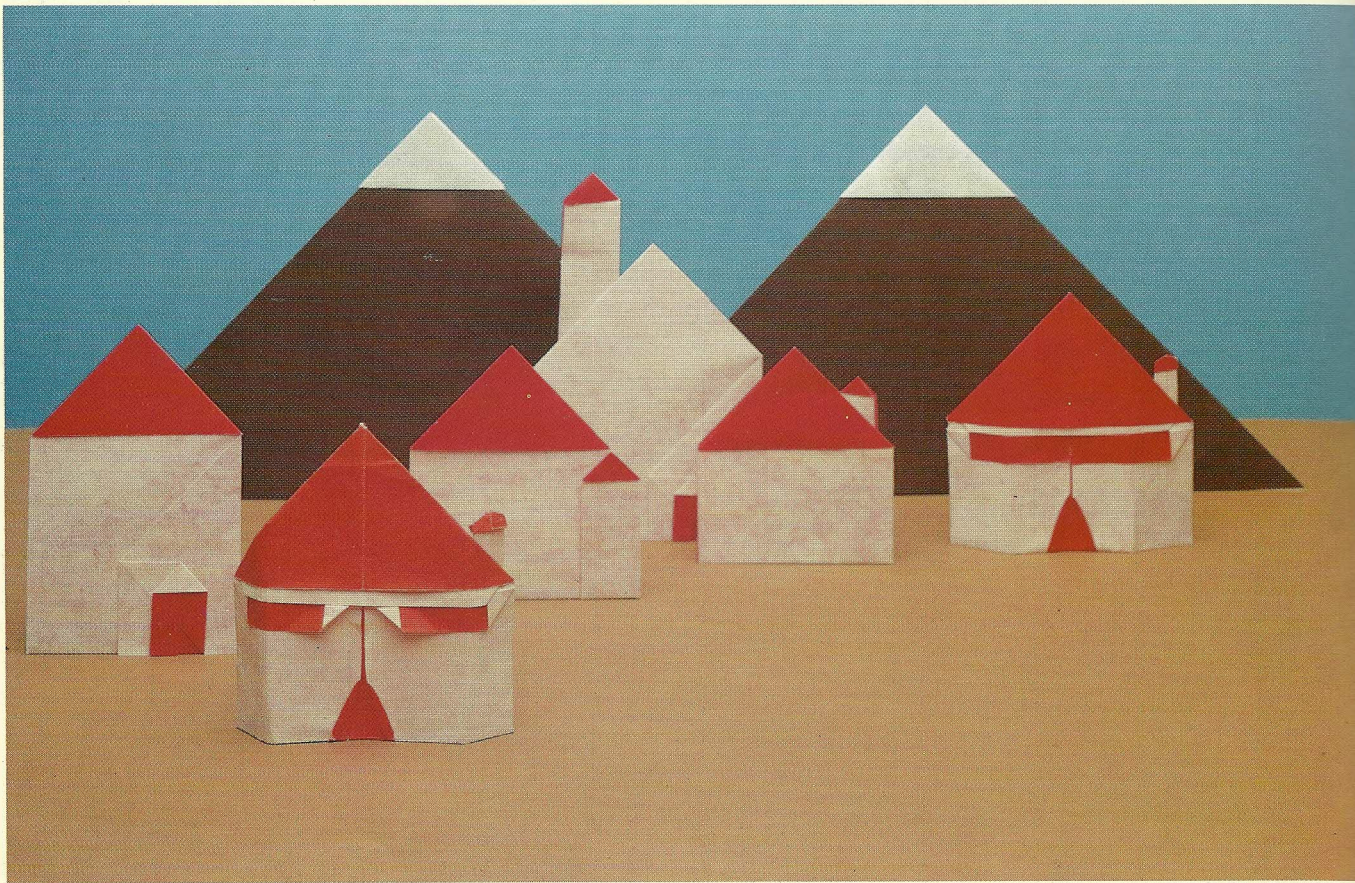
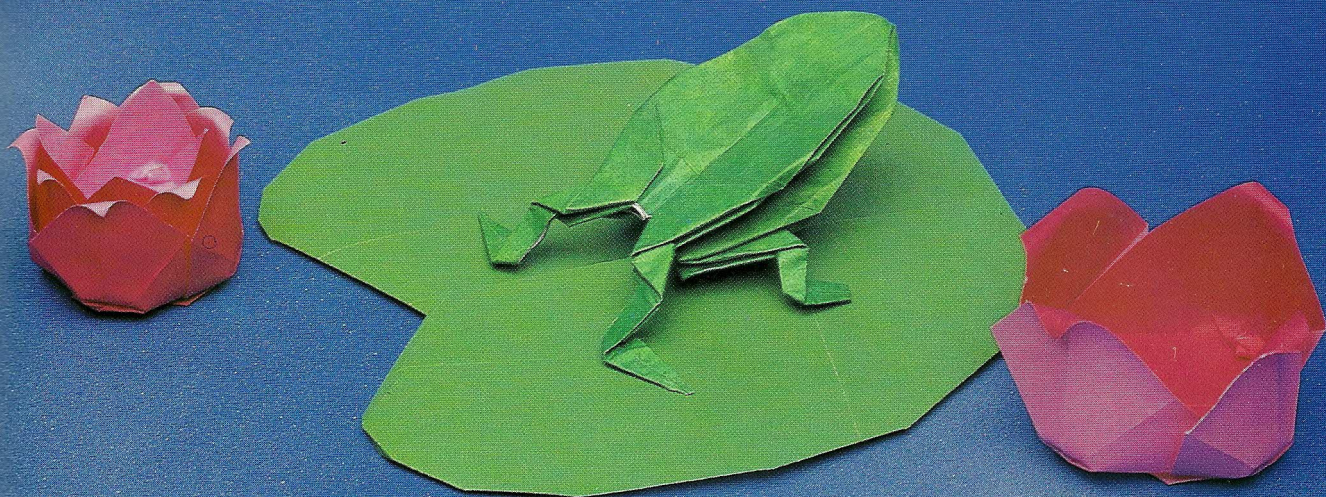
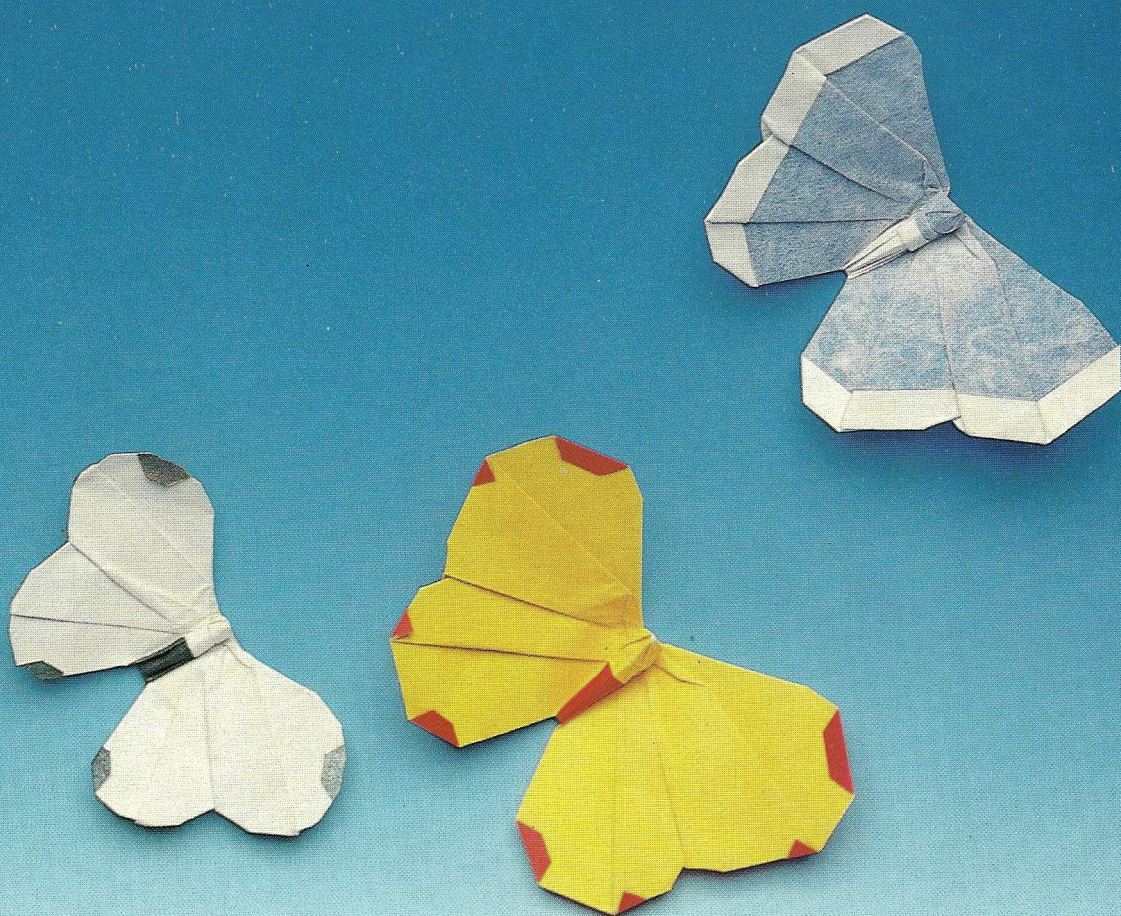
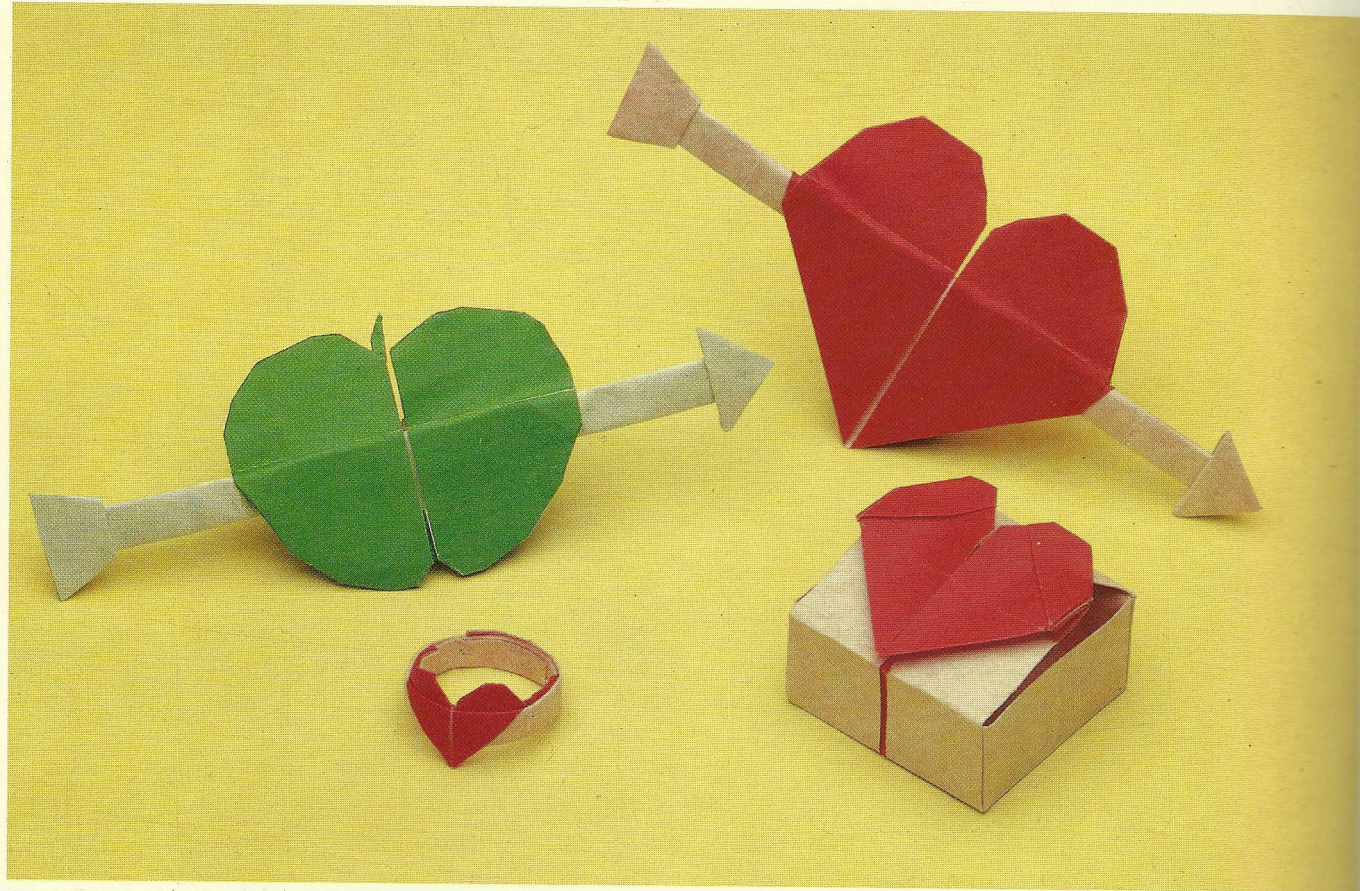
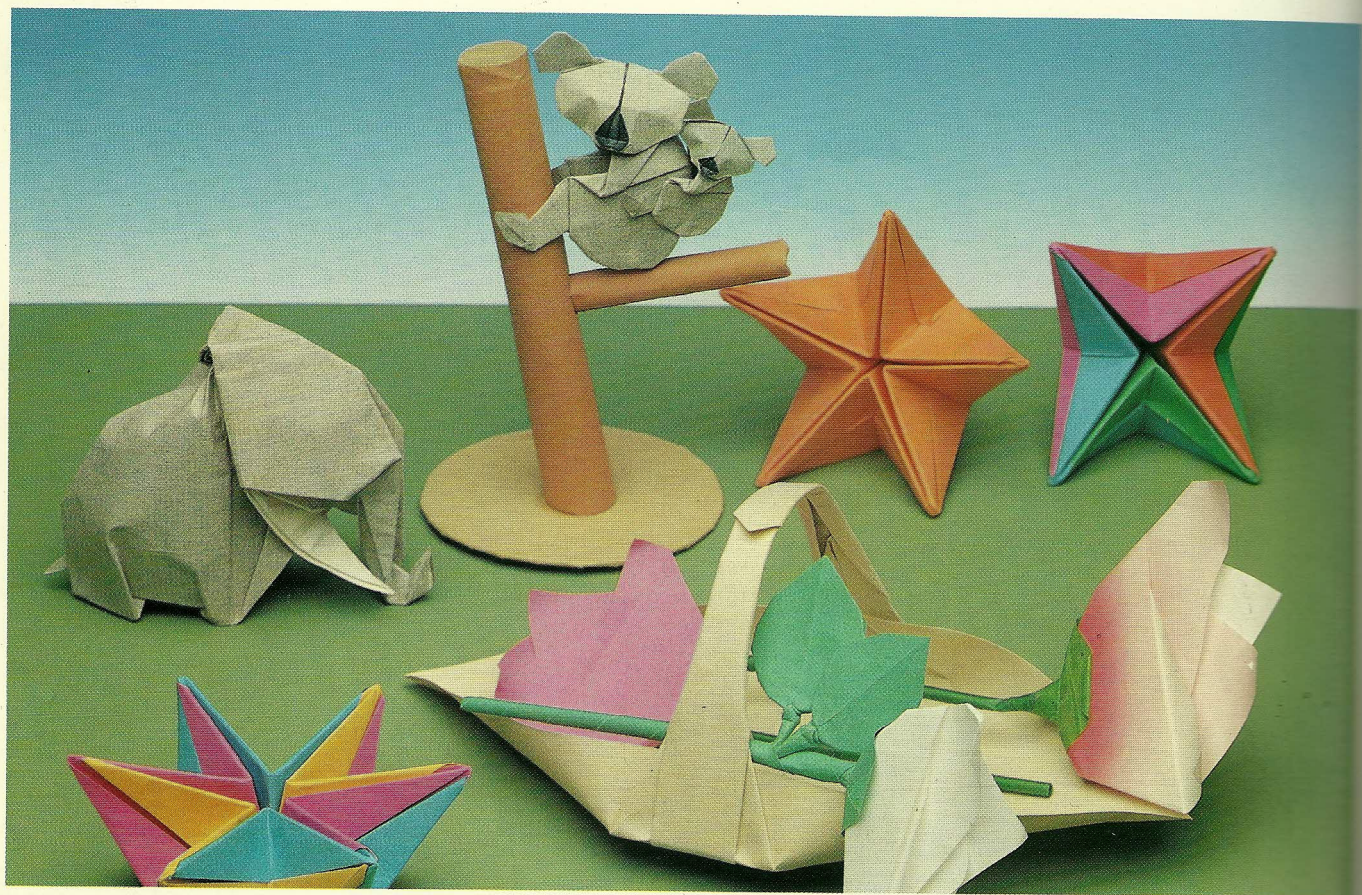
LA STELLA DA METTERE SULL'ALBERO DI NATALE

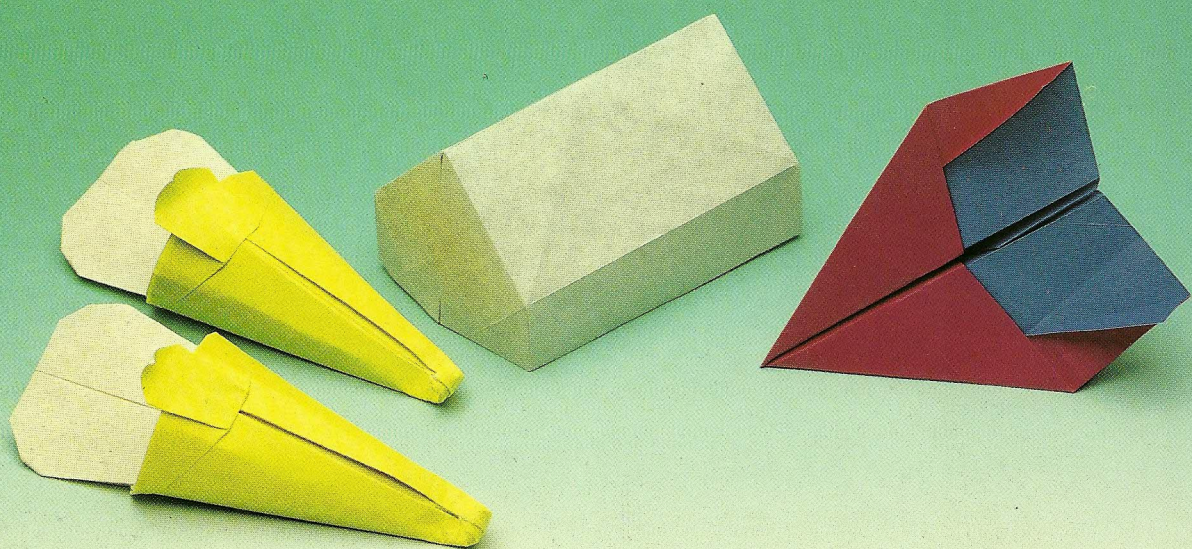
per avere un buon rapporto di proporzioni con l'albero, usare un foglio di carta metallizzata, il cui lato breve sia la metà del lato del quadrato più piccolo usato per la chioma

1 2 3 4 5 6

1X4

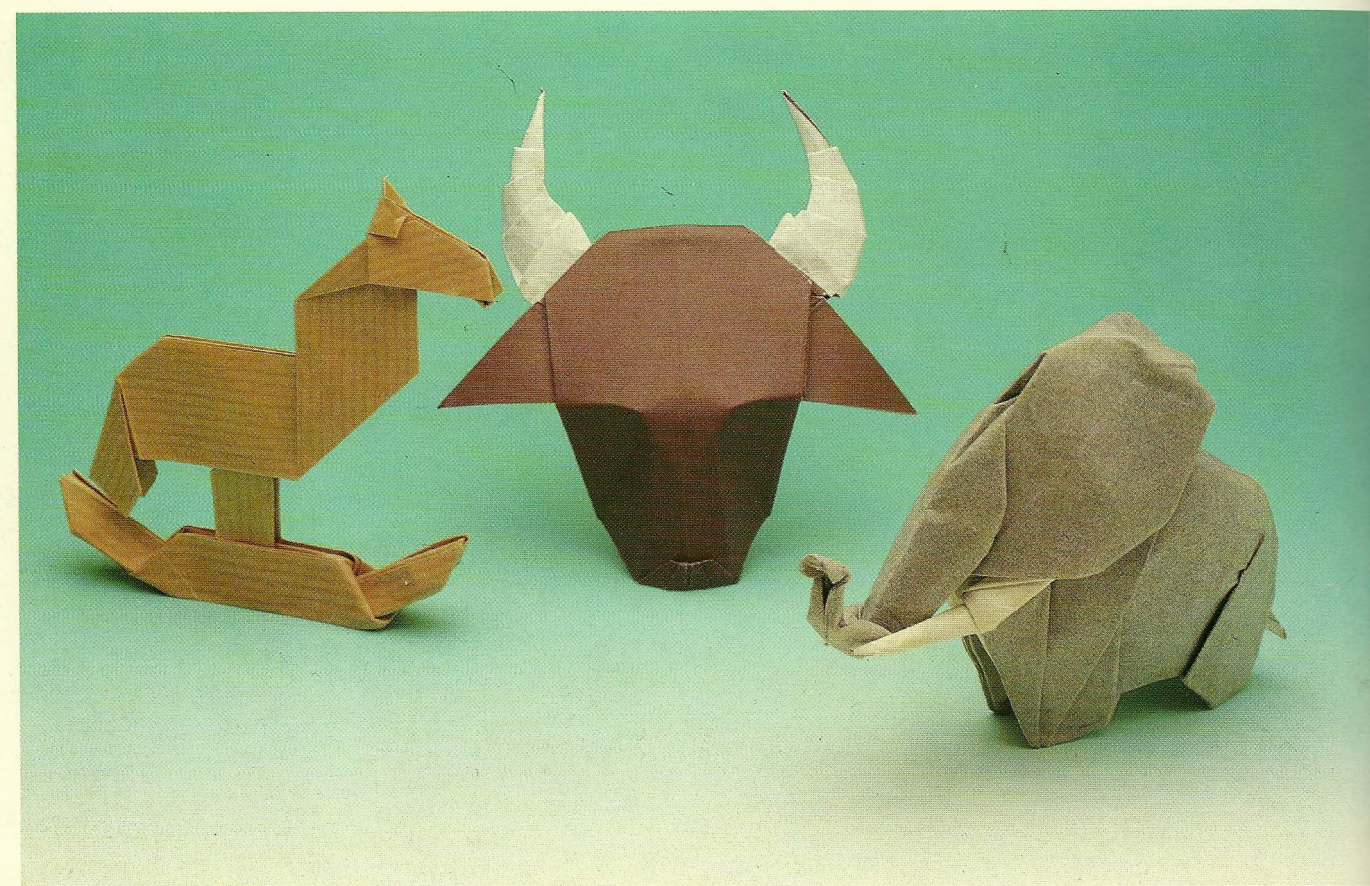
7
8
9
10
girare
i due lembi
e ripetere le
pieghe del
passaggio 9
dell'altro lato
11
12
13
1/2
15
14
16
a
b
c
d
dare tridimensionalità
alla stella e mettere le
punte (a),(b), (c) e (d)
a forma di x in modo che
possano essere incastrate
sulla cima dell'abero
17
c
a
d
b
18

Dal basso: l'albero di Natale (pagg. 44-48); l'angelo (pag. 57); le due candele (pagg. 12-13); il cappello di Babbo Natale e quello da gnomo (pag. 11)

Da sinistra: la stella di mare (pag. 81); la conchiglia (pag. 80); la stella modulare (pag. 40)

Dal basso: le casette (pagg. 7, 8 e 9); la chiesetta (pag. 9); le montagne (pag. 10)

In basso: la foglia di ninfea (pag. 63) con la rana (pag. 82) e le ninfee (pag. 61); sopra: la farfalla con le due varianti (pagg. 70-73)

Dal basso: la scatola con cuoricino (pag. 36) e l'anello a cuore; la freccia di Guglielmo Tell (pag. 30) e la freccia di Cupido (pag. 28)

Dal basso: la stella modulare (pag. 40); il canestro da fiori (pag. 39), nel suo interno, la rosa (pag. 59-60); l'elefantino (pag. 84); altre due stelle modulari (pag. 40); il koala (pag. 88)

Dal basso e da sinistra: lo gnomo (pag. 14); il ritratto di G. Verdi (pagg. 23-25); il bebé (pag. 16); due volti di profilo (pagg. 18-19); volto di uomo con baffi (pag. 20); il ritratto di A. Hitler (pag. 22); altri due profili (pagg. 18-19)

Da sinistra: le babbucce arabe (pag. 26); la tenda (pag. 38); l'aereo volante (pag. 93)

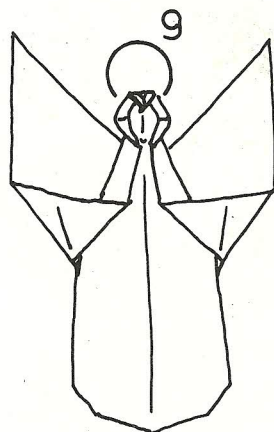
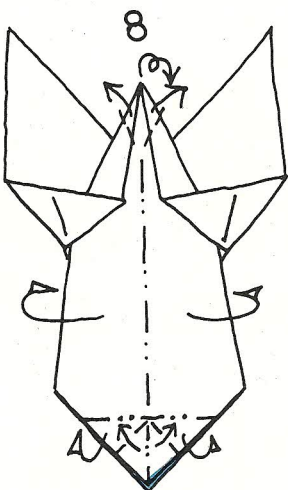
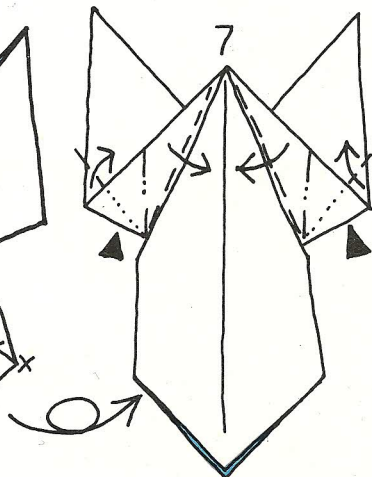
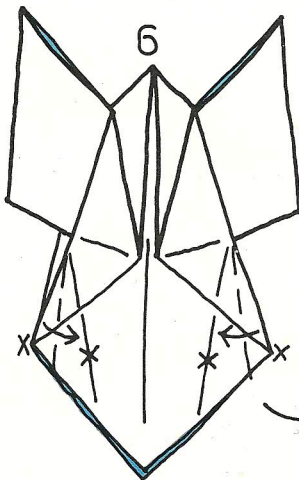
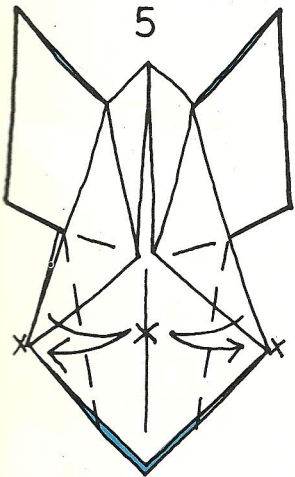
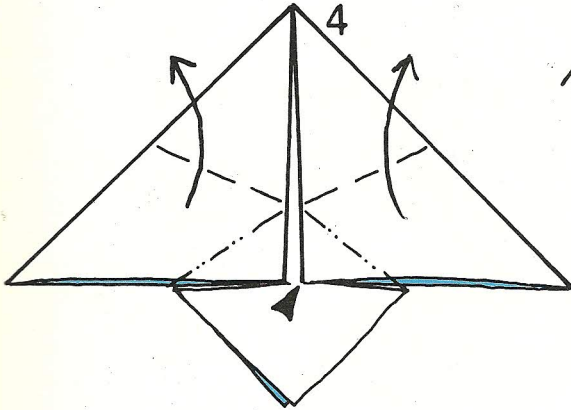
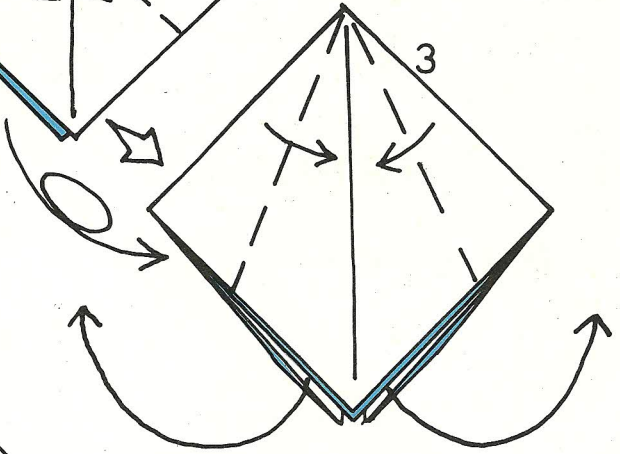
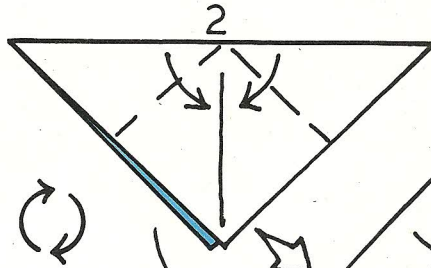
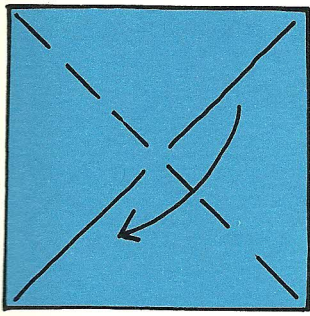
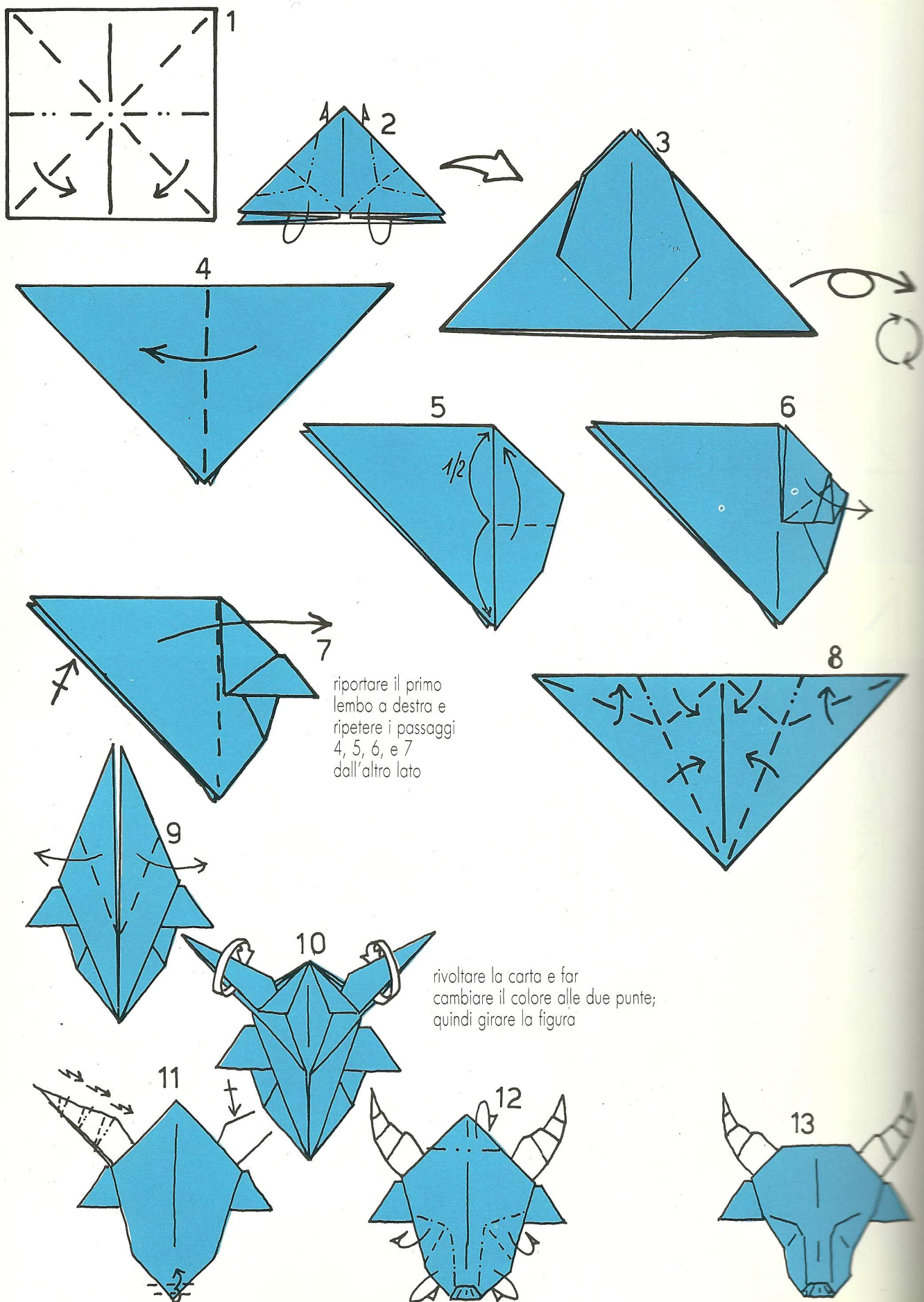
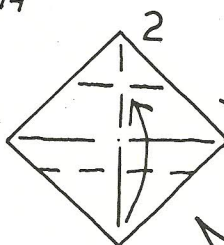
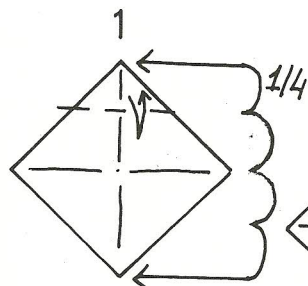
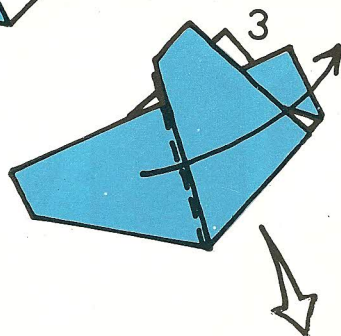
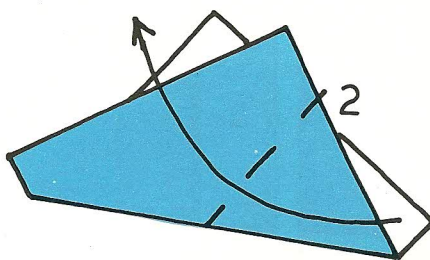
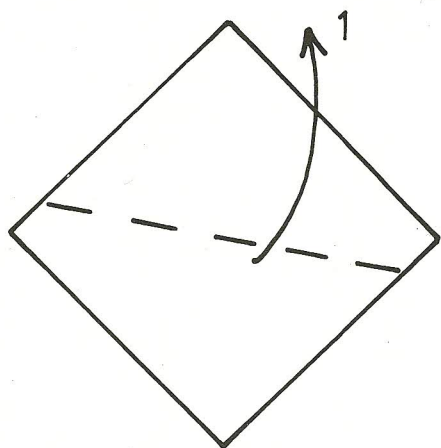
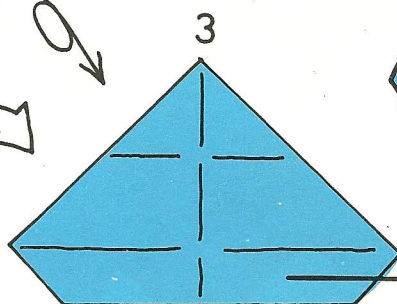
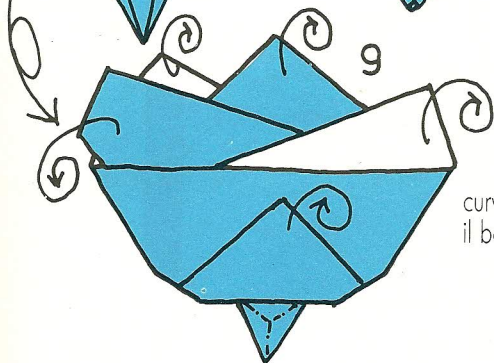
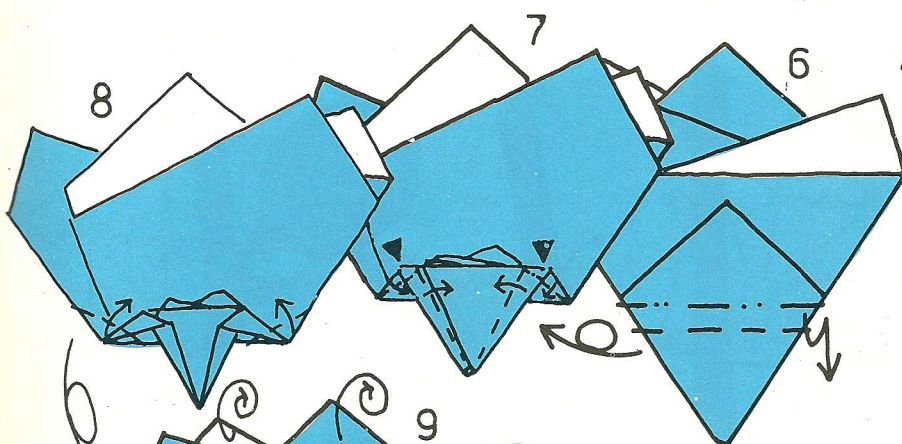
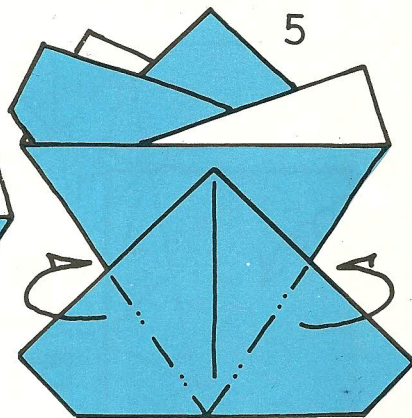
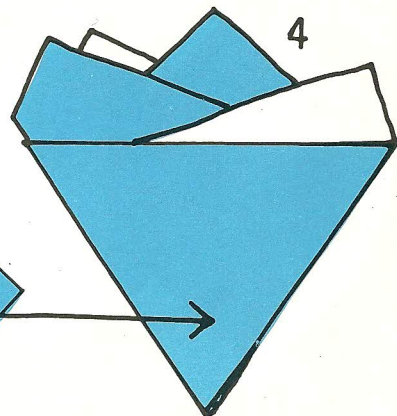
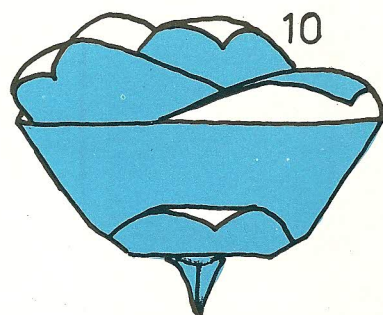
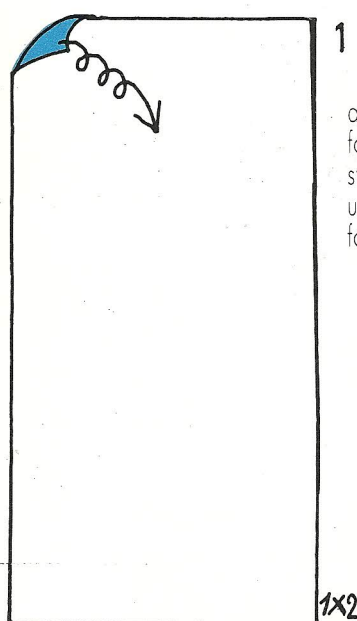
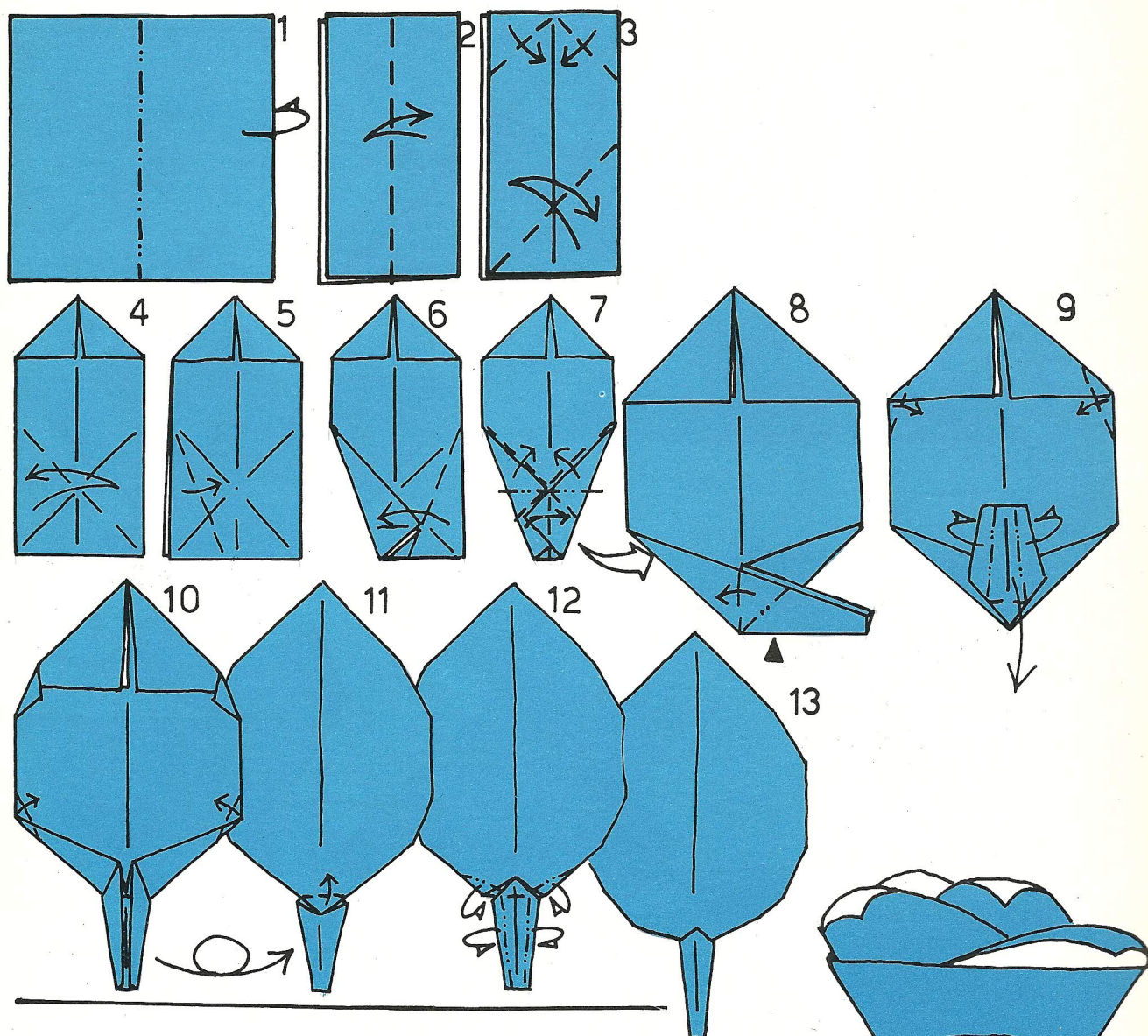
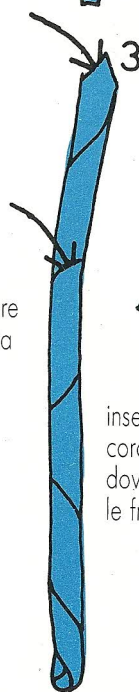
Dal basso e da sinistra: la chiocciola (pag. 76); il fungo tra l'erba (pag. 67); il grillo (pag. 75); la cavalletta (pag. 74); il fungo n° 2 (pag. 65); il fungo con funghetto (pag. 66); il fungo n° 1 (pag. 64)

Dal basso e da sinistra: il camion (pag. 102) e una variante; la motobarca (pag. 92); il jet (pagg. 94-95); l'aereo ad elica (pagg. 96-101)

Dal basso: il coniglio (pag. 77); il panda (pagg. 90-91); il pinguino (pag. 79); la scimmia (pag. 85); la volpe (pag. 78)

Da sinistra: il cavallo a dondolo (pag. 41); il trofeo di caccia (pag. 58); una variante dell'elefantino (pag. 84)

L'ANGELO

1
2
3
4
5
1/2
6
7
riportare il primo
lembo a destra e
ripetere i passaggi
4, 5, 6, e 7
dall'altro lato
8
9
10
rivoltare la carta e far
cambiare il colore alle due punte;
quindi girare la figura
11
12
13

LA ROSA

1
2
3
4
1
1/4
2
3
per i sepali, usare un foglio di colore verde, 1/4 più piccolo di quello usato per i petali
sovrapporre alla figura 4
5
6
7
8
9
10
curvare verso il basso

1
2
3
4
5
6
7
8
9
10
11
12
13
1
arrotolare un
foglio dello
stesso colore
usato per le
foglie
1×2
2
intascare
la punta
3
inserire la
corolla e le foglie
dove indicano
le frecce
4

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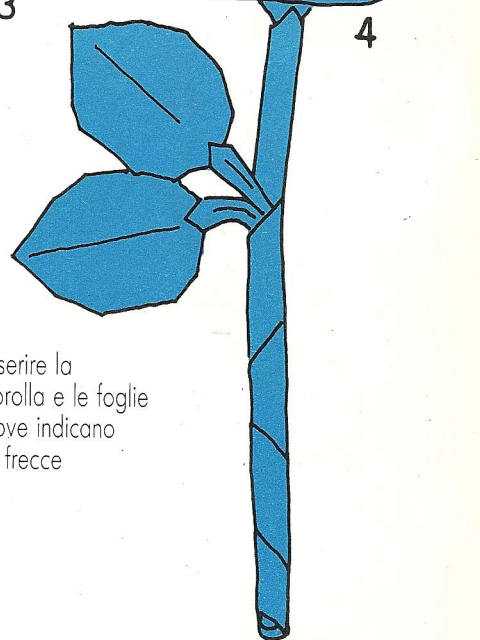
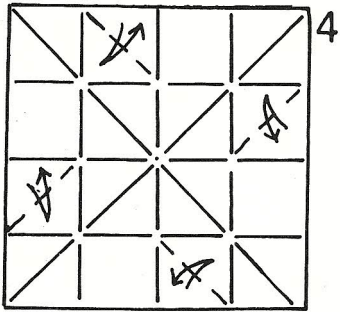
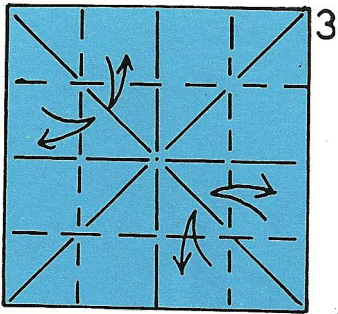
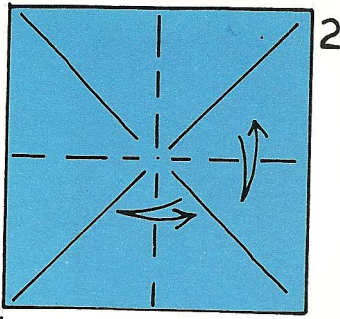
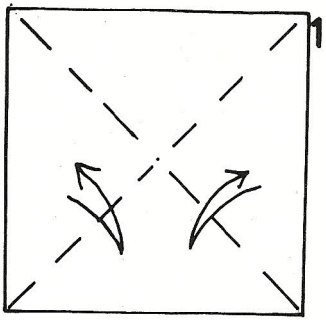
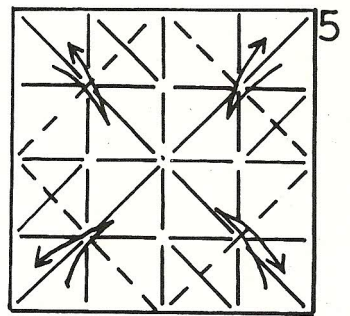
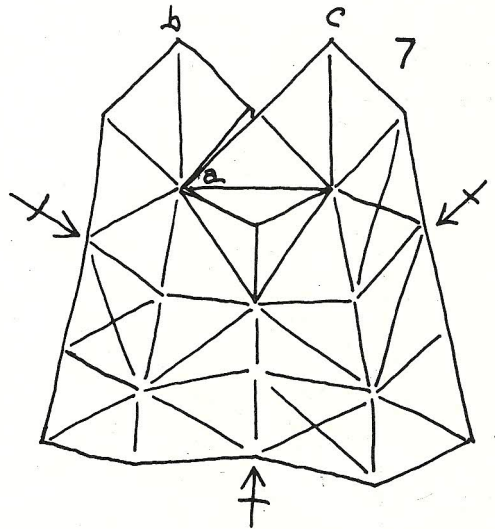
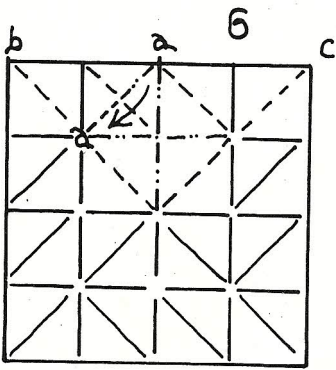
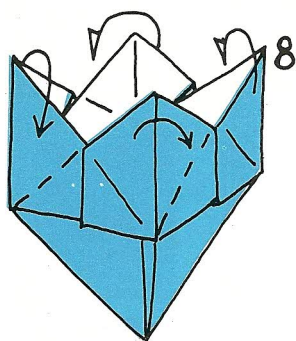
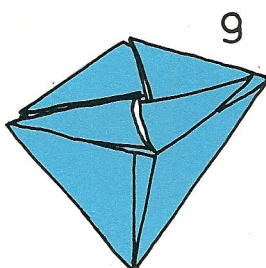
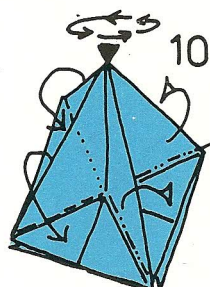
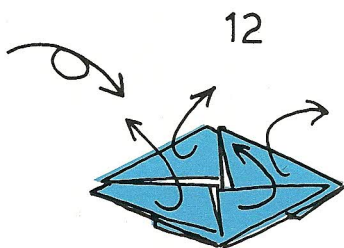
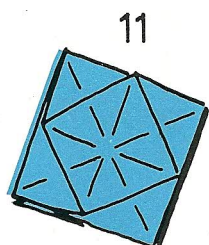
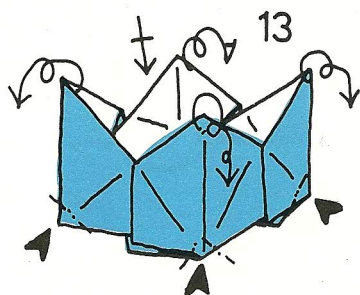
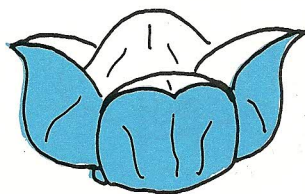
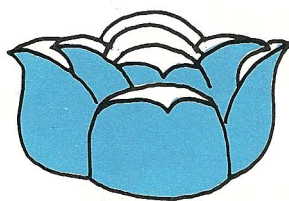
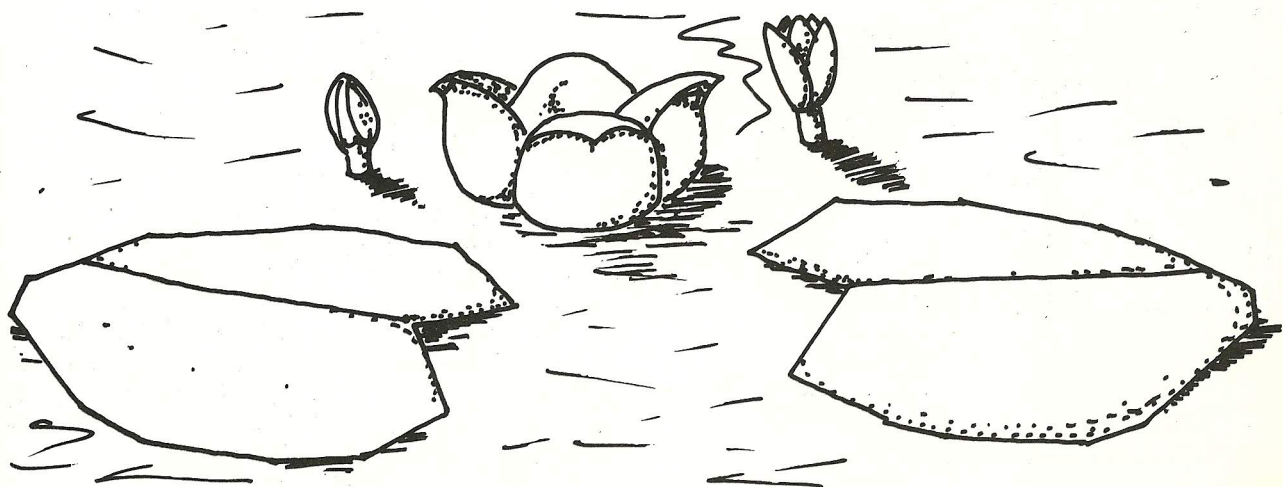
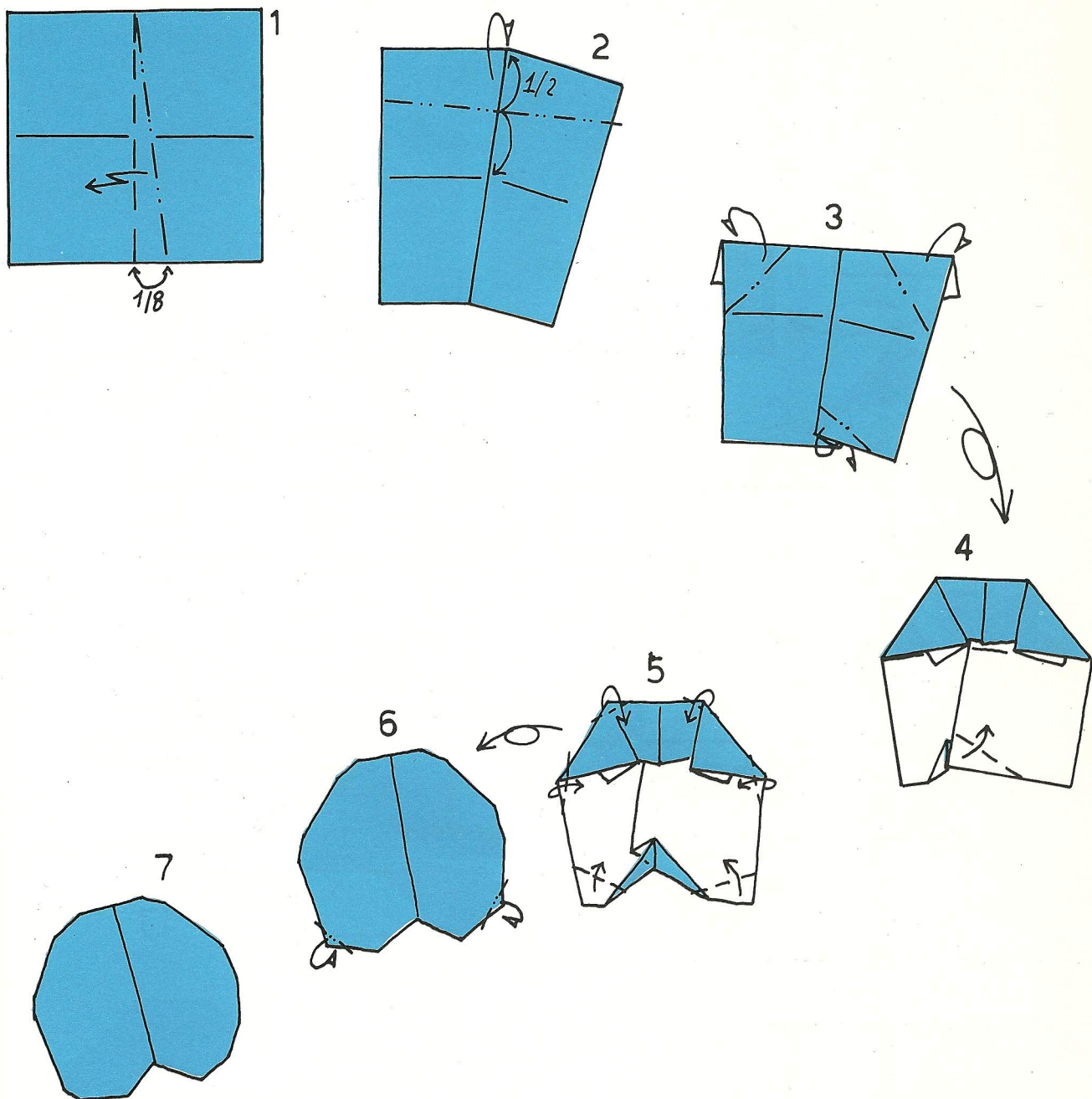
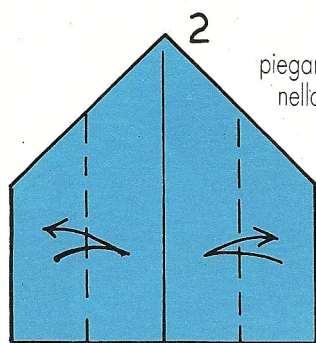
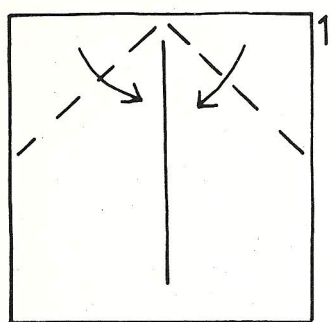
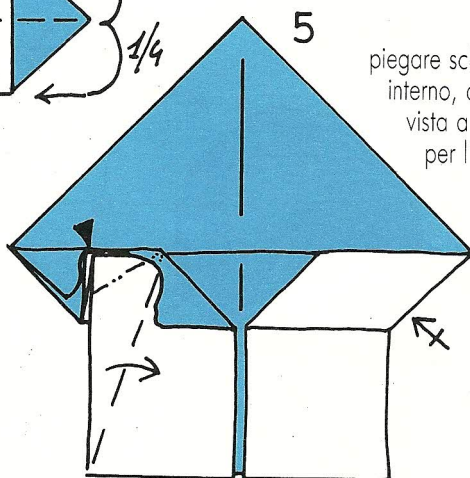
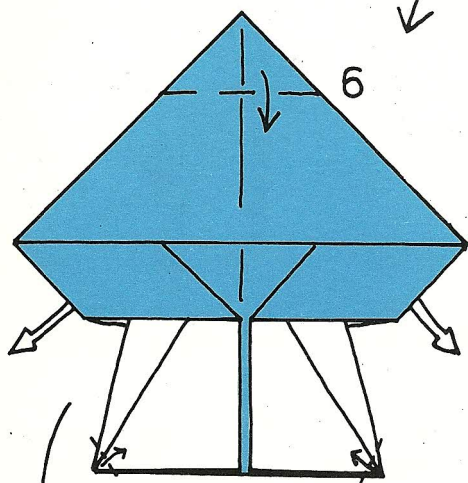
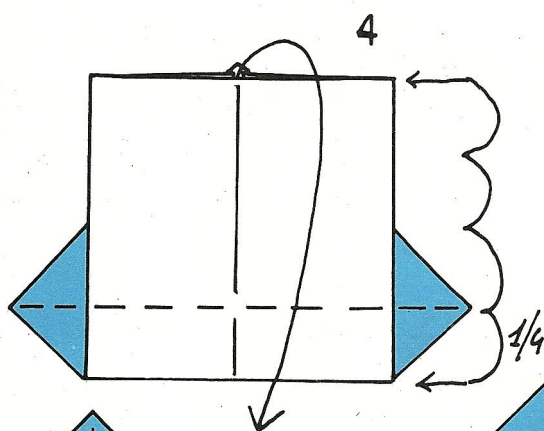
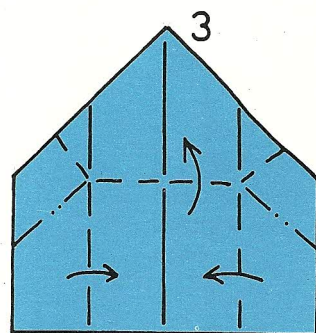
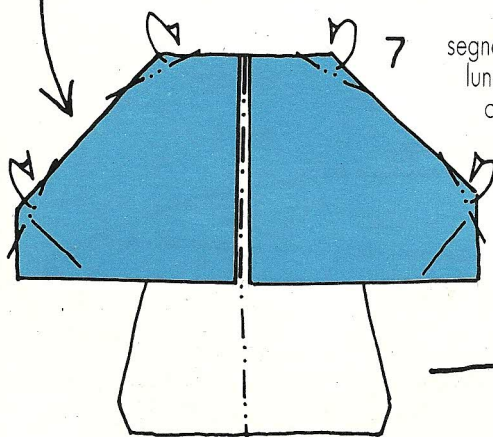
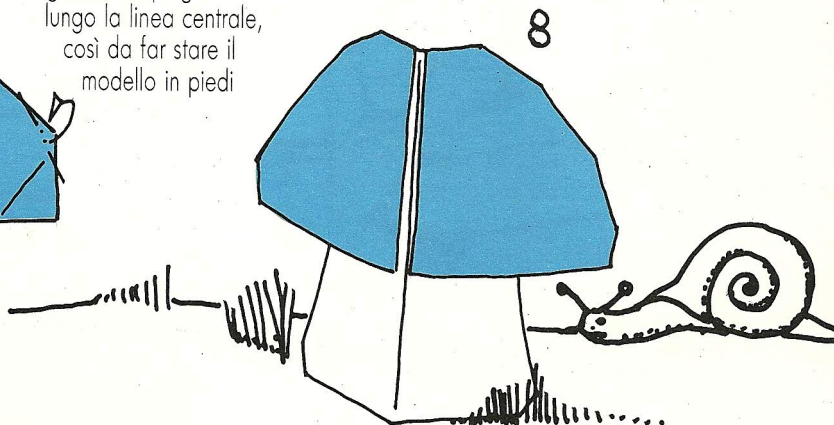
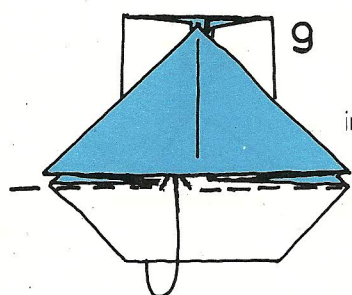
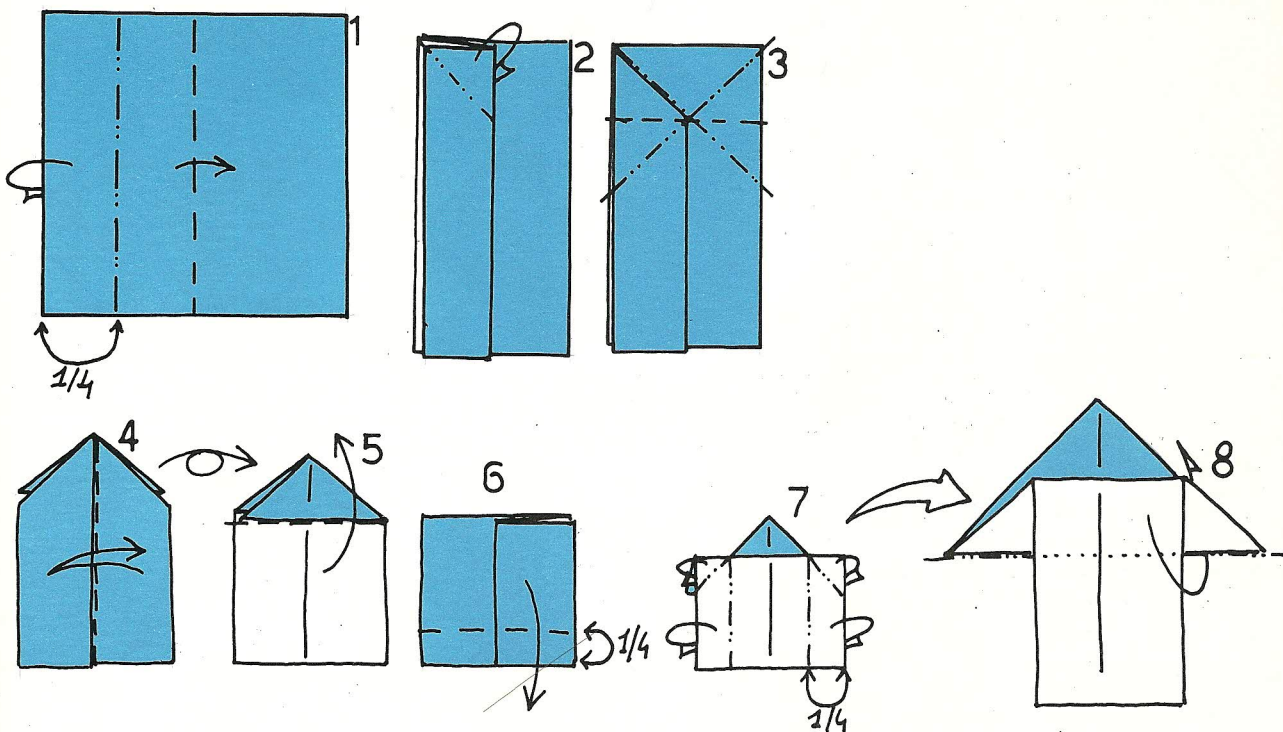
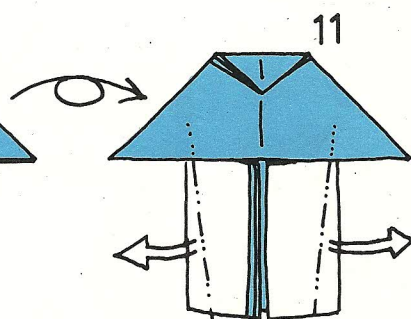
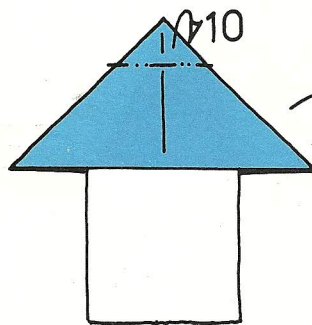
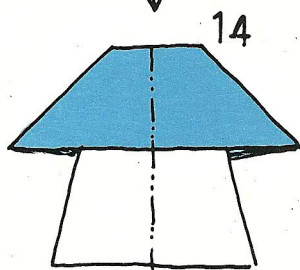
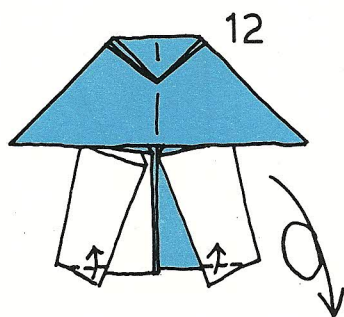
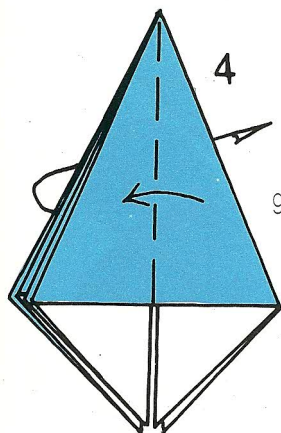
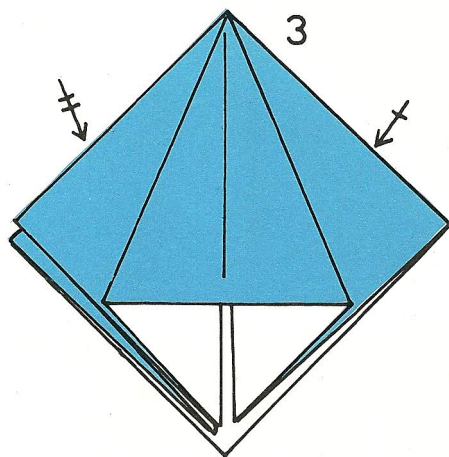
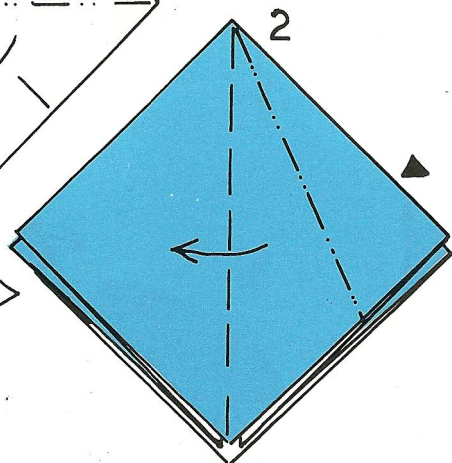
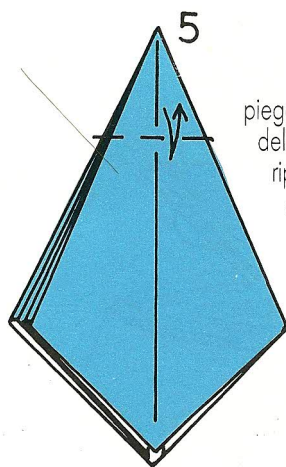
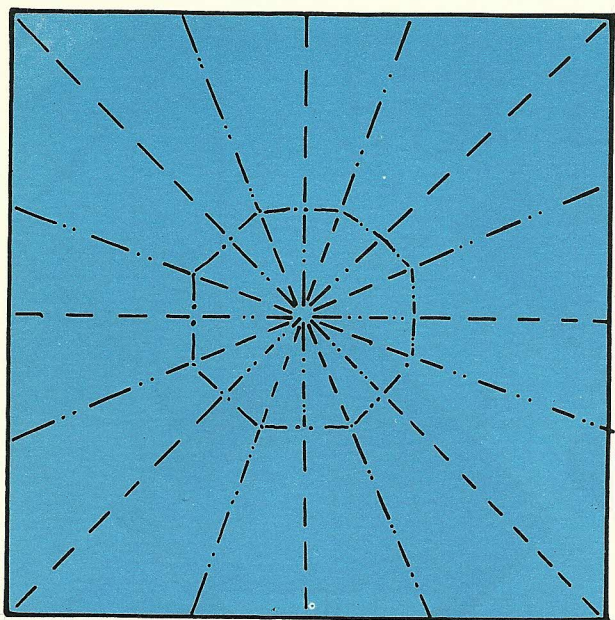
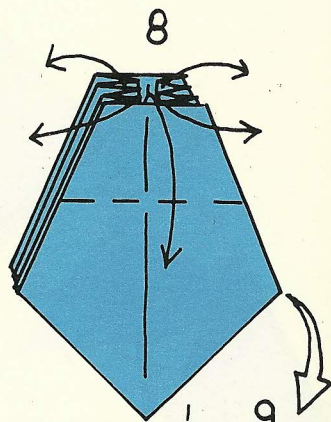
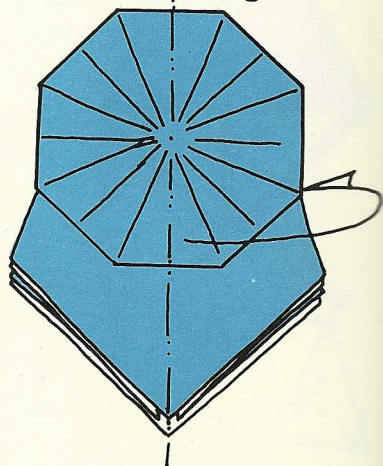
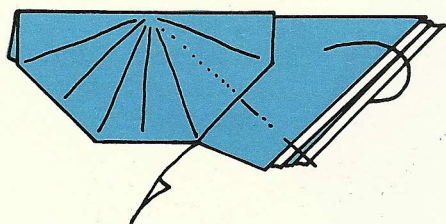
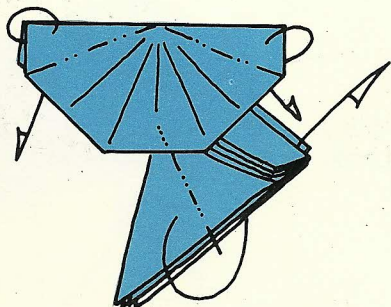
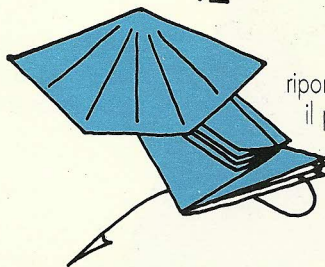

tracciare le diagonali
solo sui quadratini segnati

tracciare ora queste
altre diagonali

fare attenzione adesso alle pieghe segnate, poiché si dovranno ripetere su tutti e quattro i lati; la piega principale, che dà anche la tridimensionalità, è quella segnata con la freccia; notare che i due punti indicati con (a), devono coincidere...

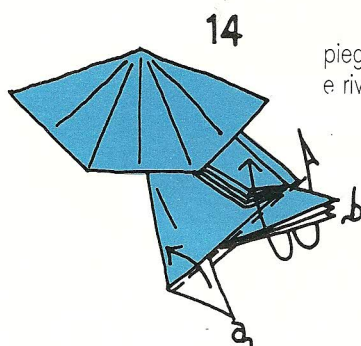
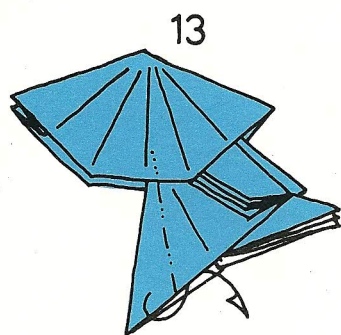
... così

ora ripetere lo stesso passaggio sugli altri tre lati, fino ad ottenere una figura tridimensionale

schiacciare le quattro
punte alla base...

... così
ora capovolgere

schiacciare con cura
la punta fino ad
appiattirla piegando
le costole verso
destra

risollevare le punte e
aprirle come al
passaggio 8

far rientrare i quattro angoli
in basso aiutandovi con
delle pinzette e arrotolare in
giù tutte le punte

14

volendo, si può piegare uno o più
moduli più piccoli ed inserirli
all'interno, così da ottenere più petali

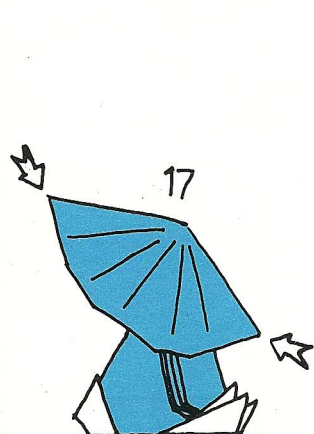
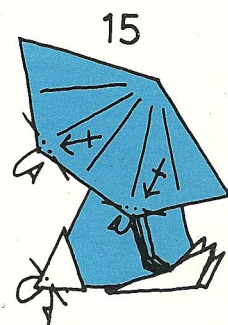
LA FOGLIA DI NINFEA

IL FUNGO - 1

1
2
piegare e riportare
nella posizione iniziale
3
4
1/4
5
piegare schiacciando l'angolo
interno, così come si vede nella
vista a raggi X; poi ripetere
per l'altro lato
6
7
segnare una piega a monte
lungo la linea centrale,
così da far stare il
modello in piedi
8

IL FUNGO - 2

1
1/4
2
3
4
5
6
1/4
7
1/4
8
9
incastrare
10
11
far slittare verso destra e
sinistra i primi lembi di carta
12
14
segnare una piega a monte lungo
la linea centrale, così da far
stare in piedi il modello
15

FUNGO E FUNGHETTO

FUNGO TRA L'ERBA

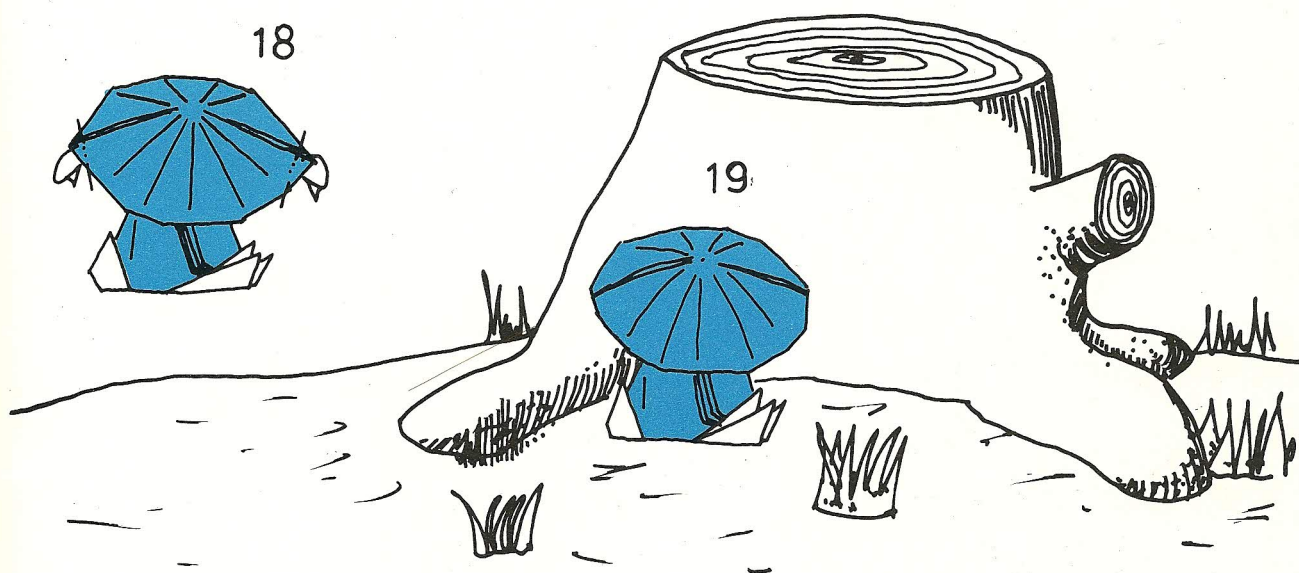
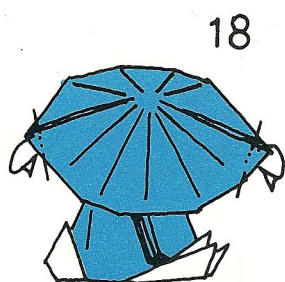
●●●

7
... così
adesso, con pazienza, ripassare le pieghe a valle e a monte, così come sono segnate nel diagramma, e richiudere la figura
8
9
10
11
12
riportare avanti solo il primo lembo

13

14

piegare in sù la punta (a)
e rivoltare le punte (b)

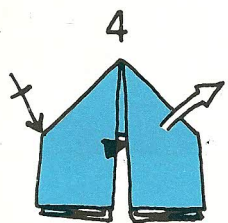
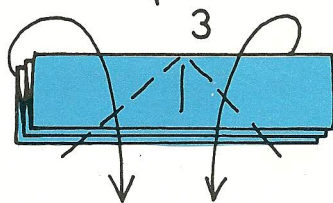
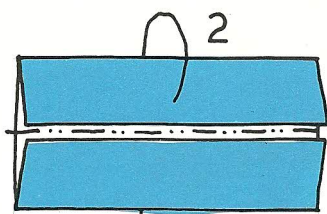
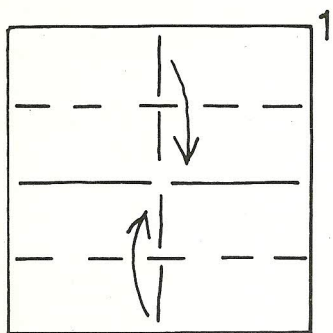
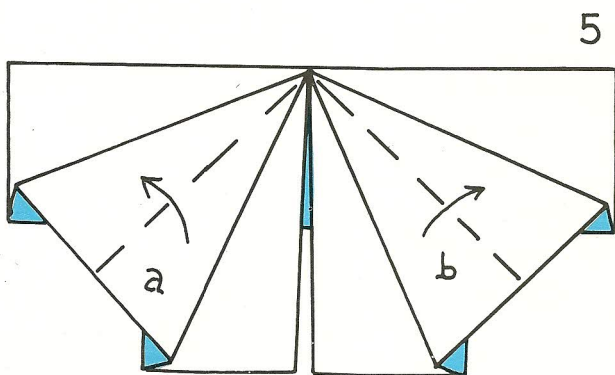
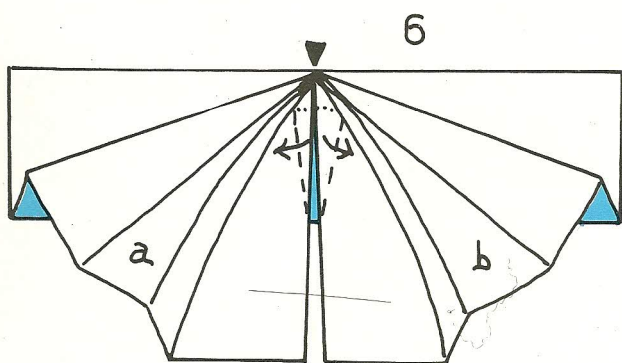
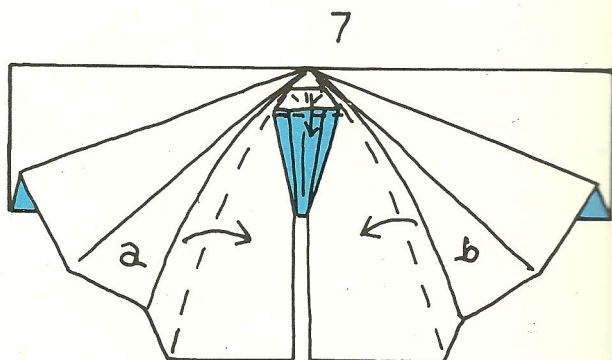
15

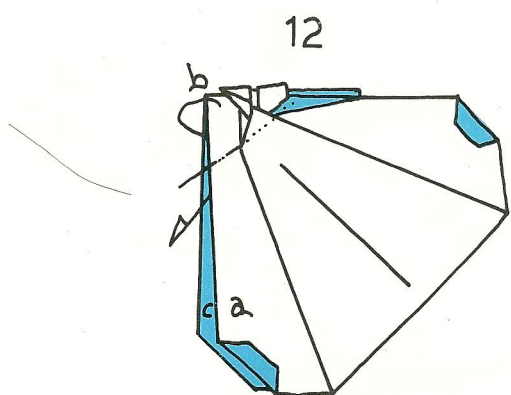
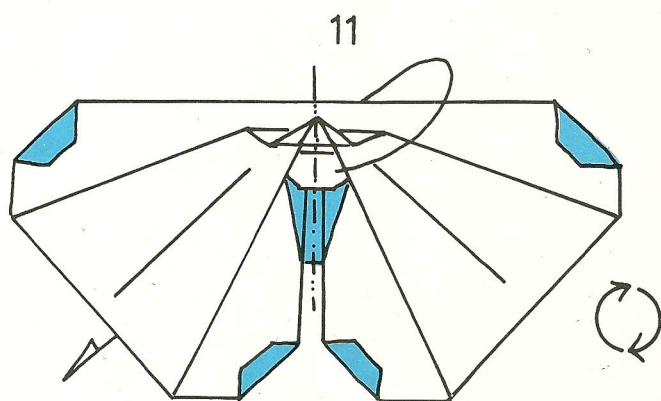
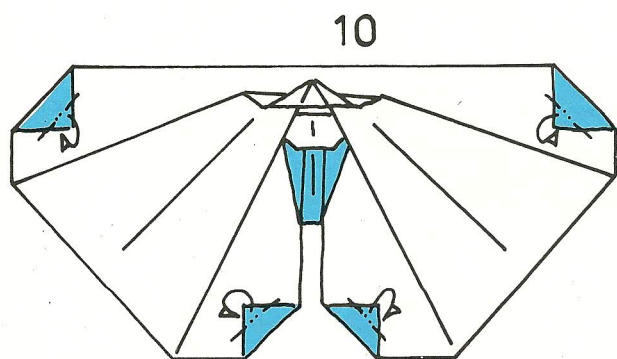
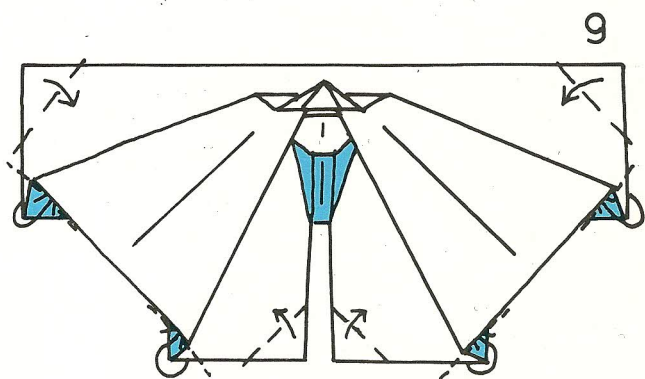
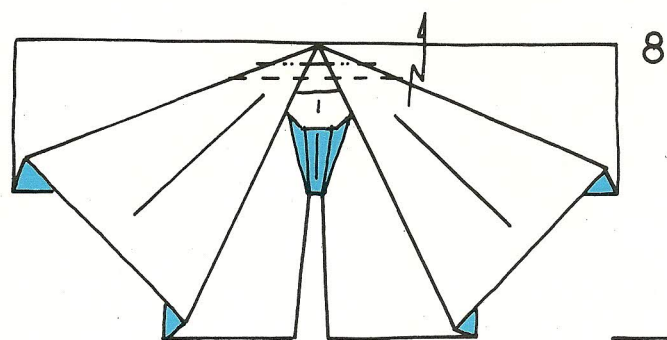
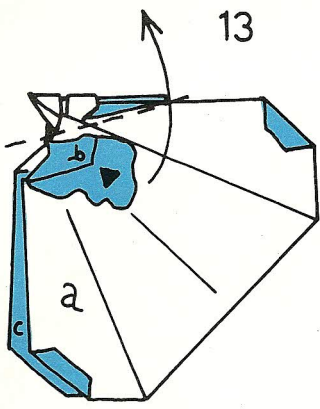
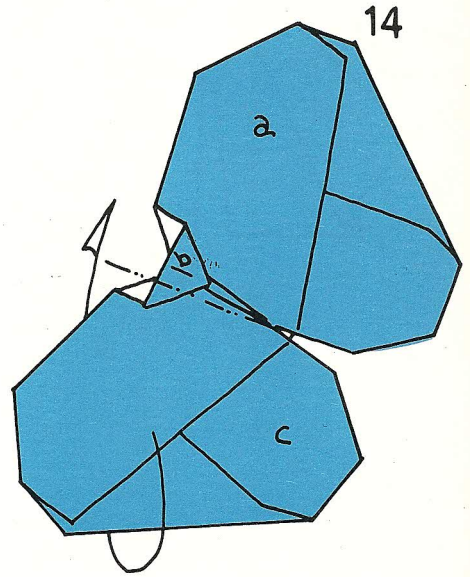
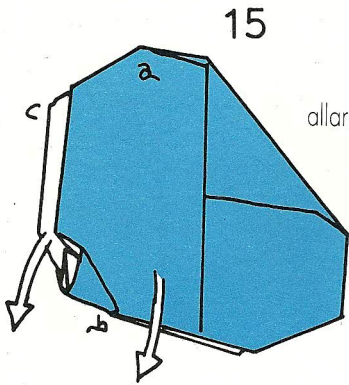
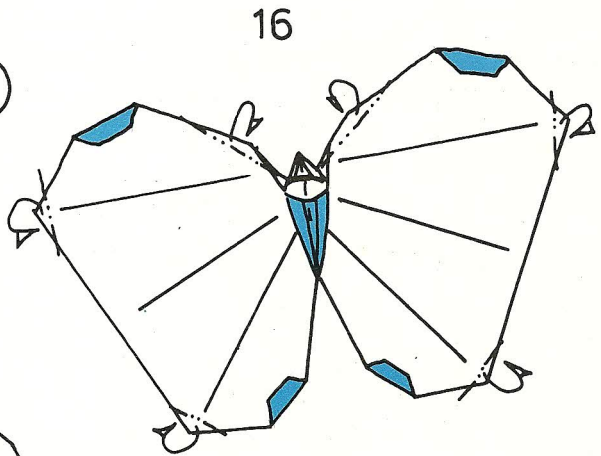
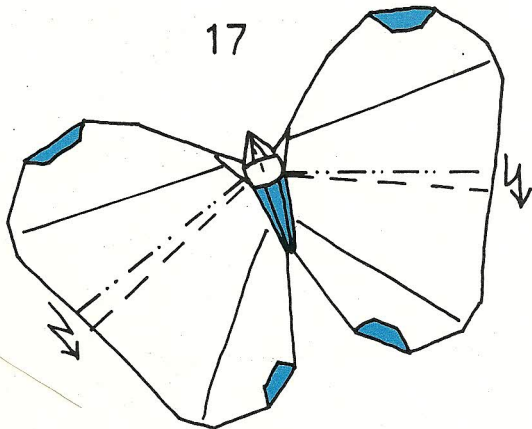
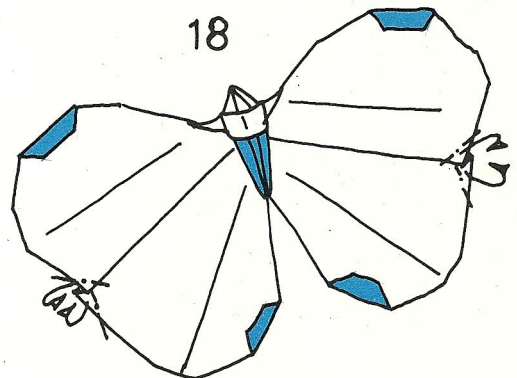
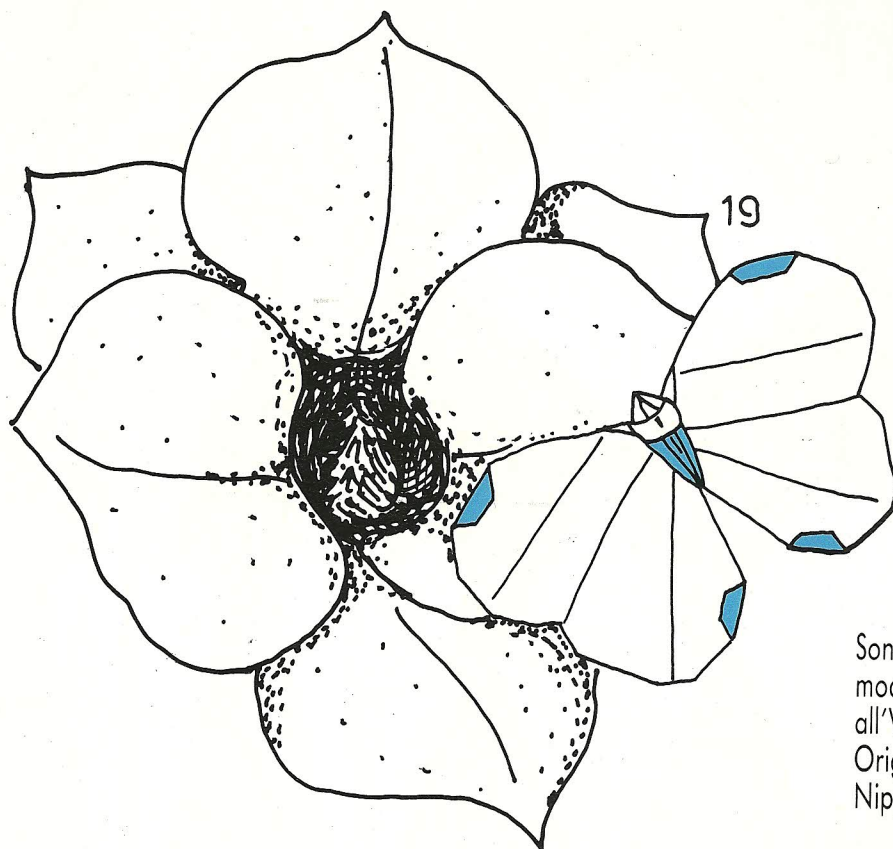
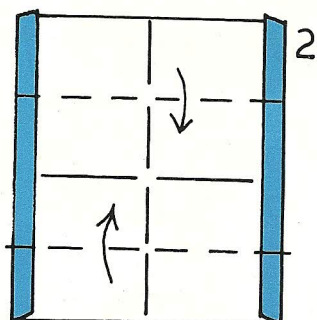
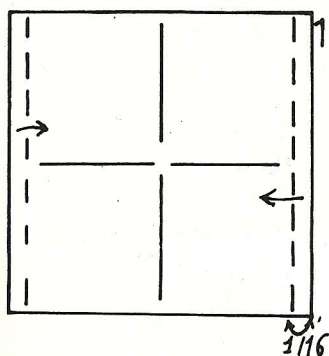
16

vista ai raggi X la piega
è interna e serve a bloccare
il cappello del fungo;
ripetere dall'altro lato

17

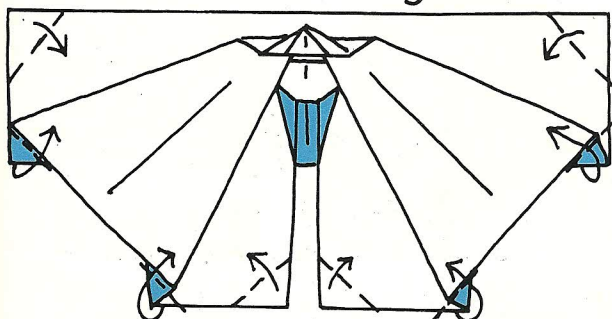
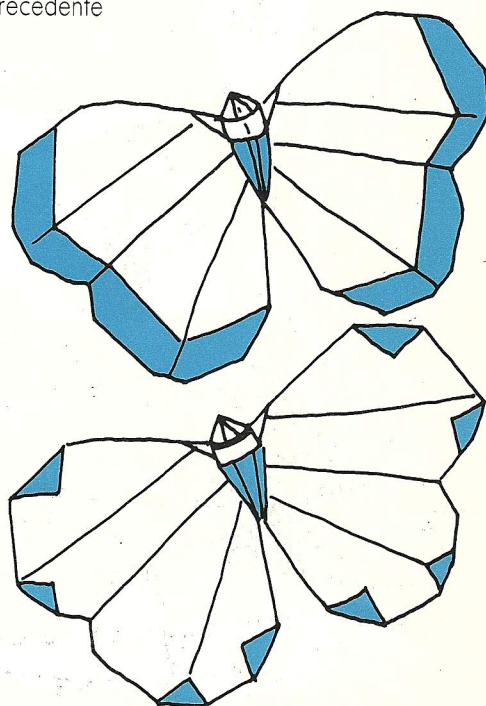
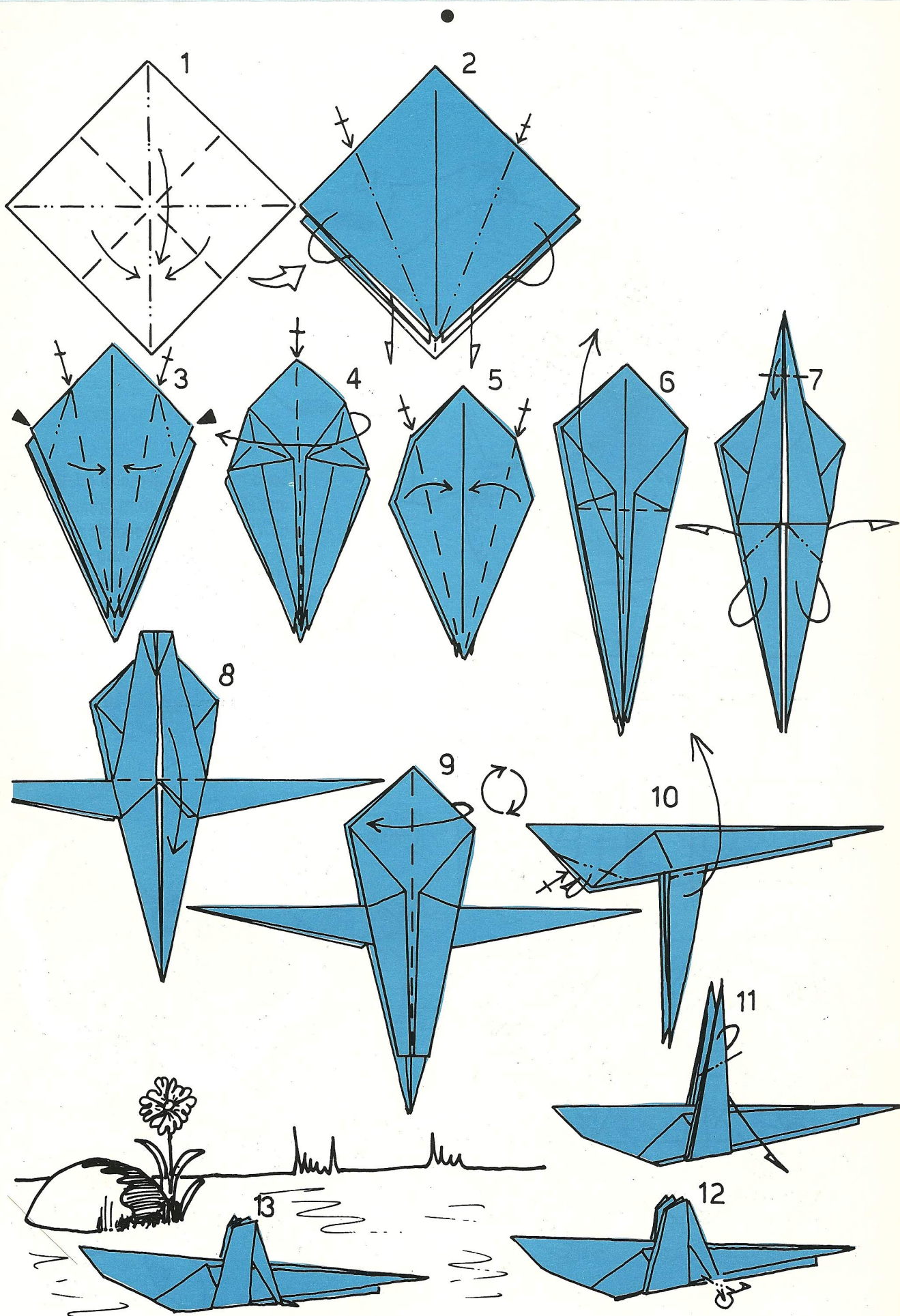
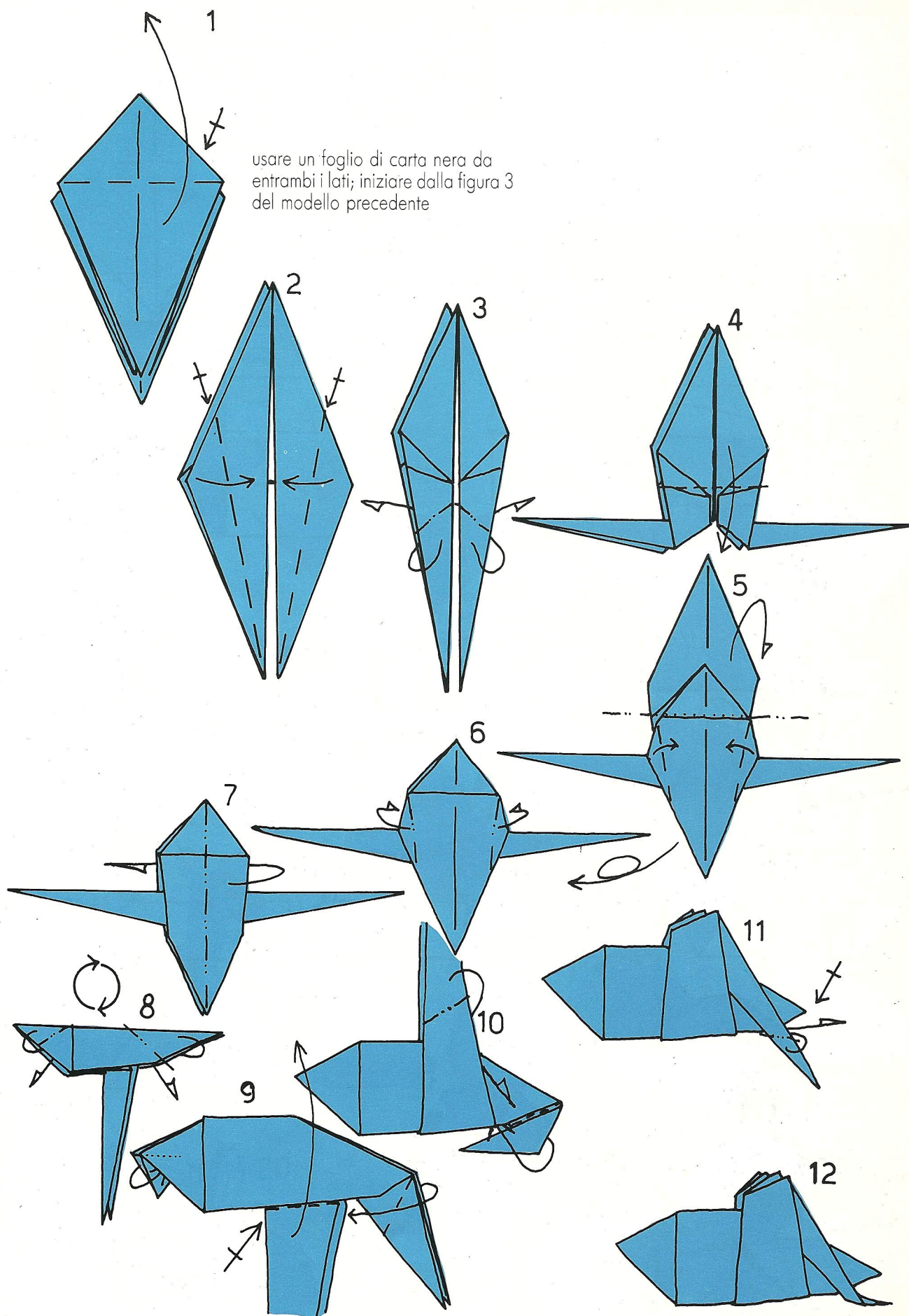
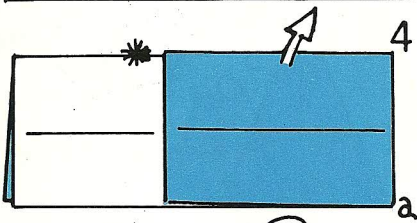
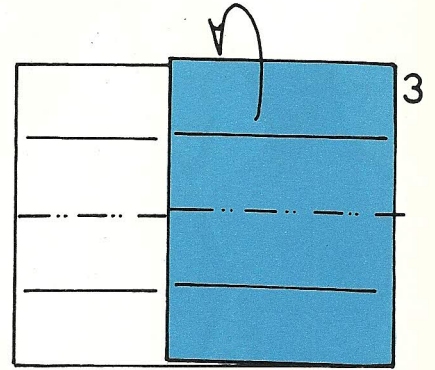
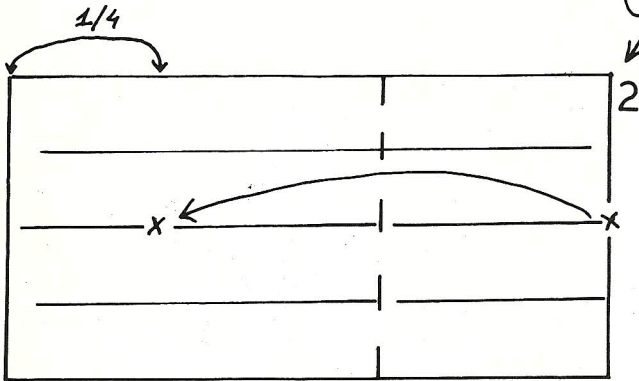
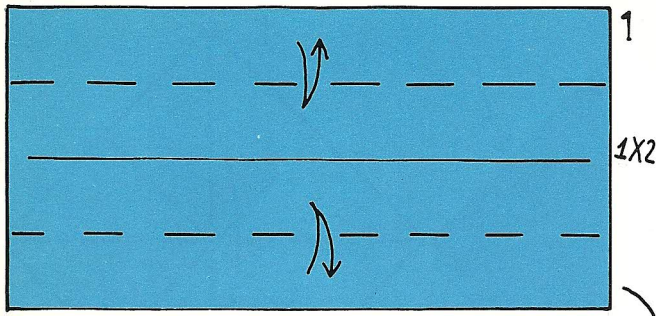
spingere il cappello nel senso delle
due frecce, in modo che si allarghi
e prenda una posizione più centrale

Ho creato e perfezionato questo modello durante il
IX convegno del Centro Diffusione Origami tenutosi
a Città di Castello nei giorni 1 - 2 - 3 novembre 1991

LA FARFALLA

●●

sollevre verso destra il primo lembo di carta e schiacciare la costola interna. Poi ripetere per l'altro lato

alzare parzialmente (a) e (b) per liberare la punta interna

piegare e schiacciare la punta interna

piegare in giù la punta poi richiudere (a) e (b) come al passaggio 5

8
9
10
11
12
b
c
a

13
alzare l'ala (a) e contemporaneamente
schiacciare la punta interna (b)
b
a
c
14
a
b
c
15
a
c
b
allargare un po' le ali
16
17
18

19

Sono molto orgoglioso di questo modello poiché è stato premiato all'VIII Concorso Mondiale di Origami a Tokyo, organizzato dalla Nippon Origami Association

VARIANTI

3

procedere poi come per il modello precedente

oppure partire dal passaggio 9 e piegare come segnato; poi procedere come per il modello precedente

LA CAVALLETTA

IL GRILLO

1
usare un foglio di carta nera da
entrambi i lati; iniziare dalla figura 3
del modello precedente
2
3
4
5
6
7
8
9
10
11
12

LA CHIOCCIOLA

IL CONIGLIO

1
2
3
4
5
6
7
8
9
10
11
12
intascare
13
14
15
16
17
18
19
20
modellare
schiacciando
la schiena
21

LA VOLPE

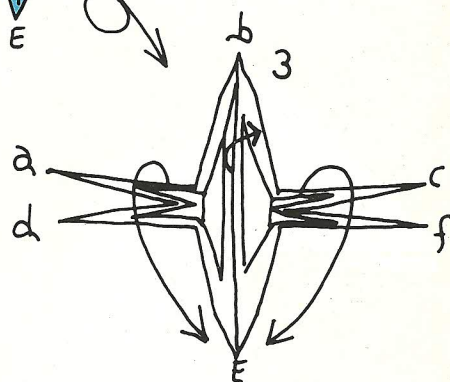
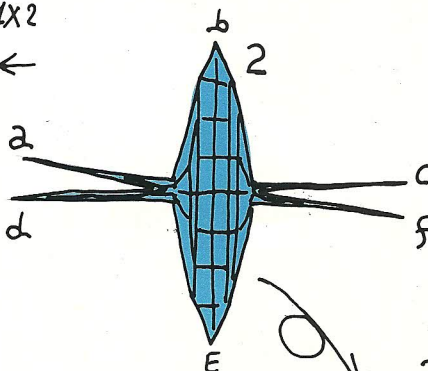
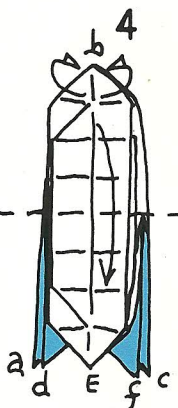
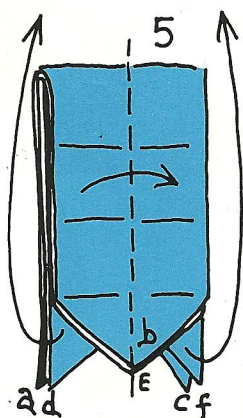
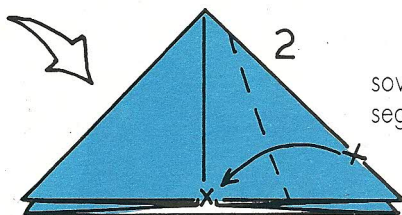
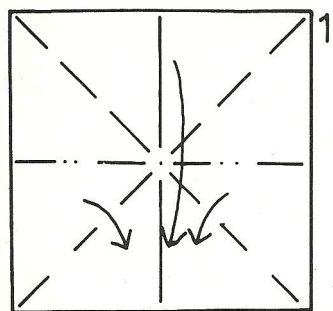
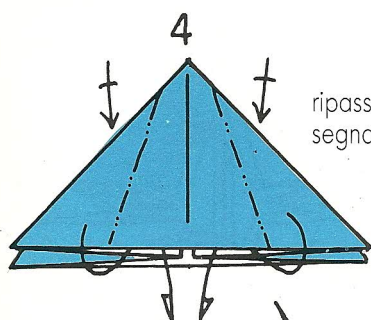
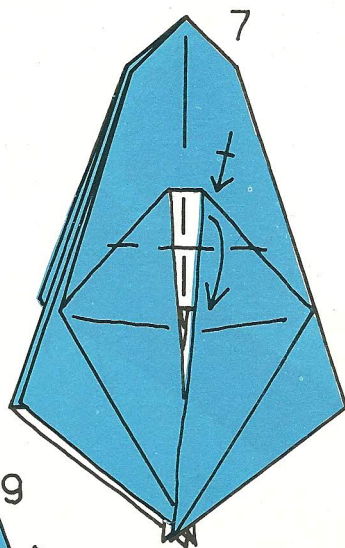
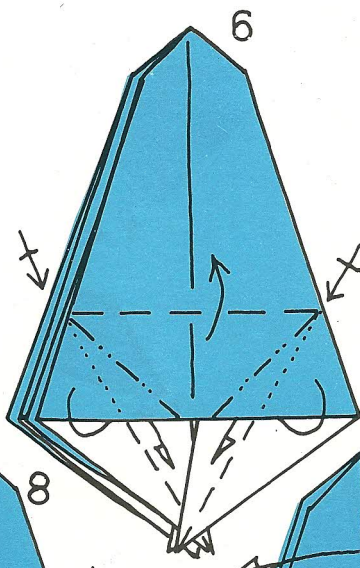
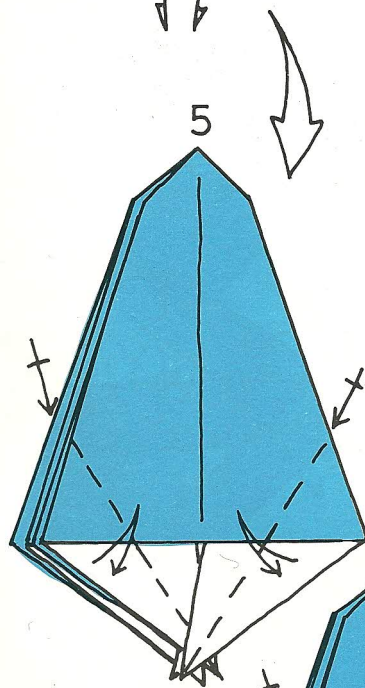
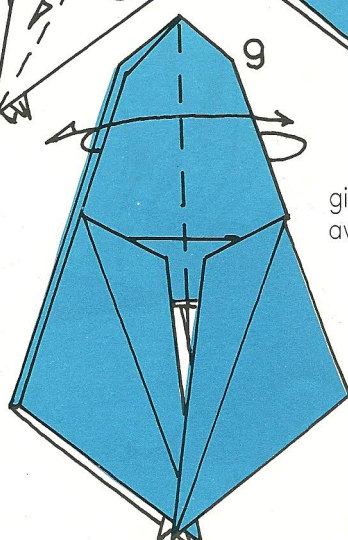
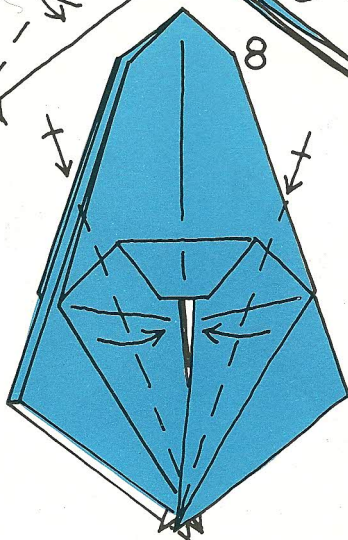
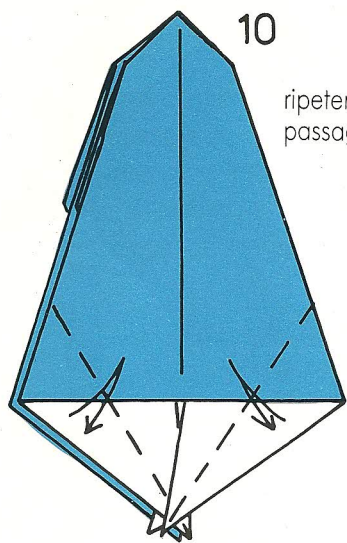
●●
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
pizzicare il musetto
portandolo un po' in sù
e in avanti; divaricare le
zampe anteriori
così da far stare
in piedi il modello
18

IL PINGUINO

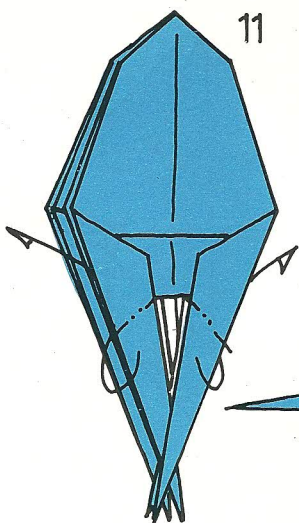
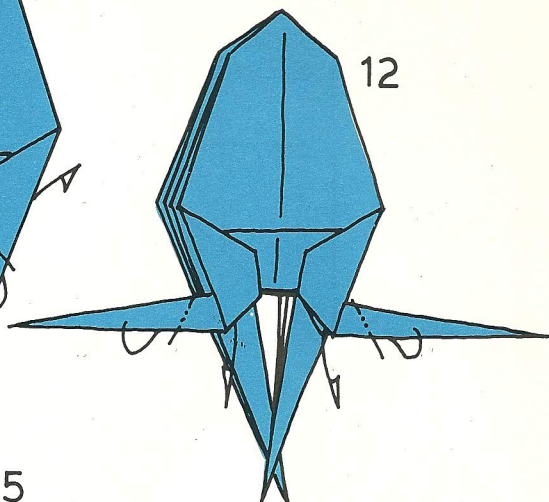
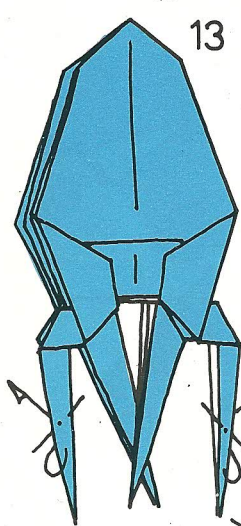
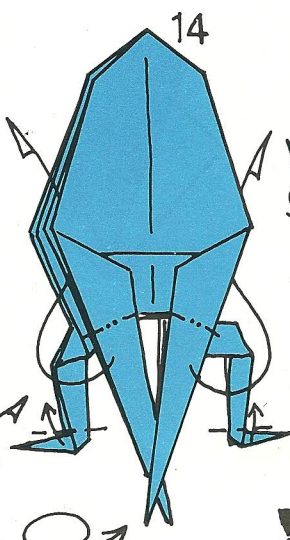
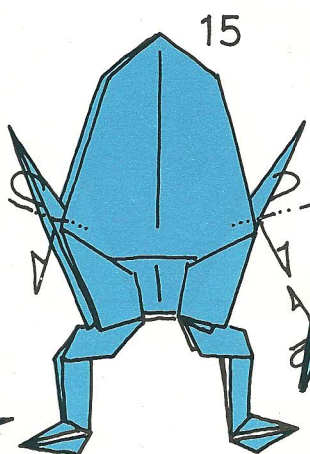
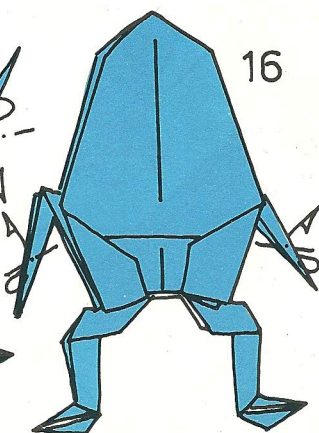
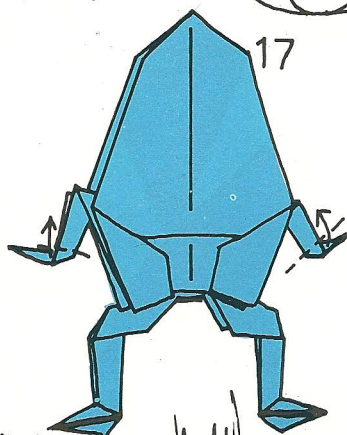
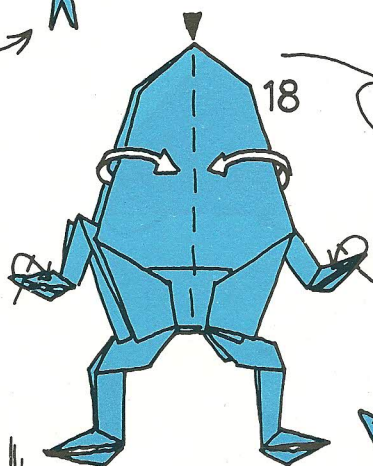
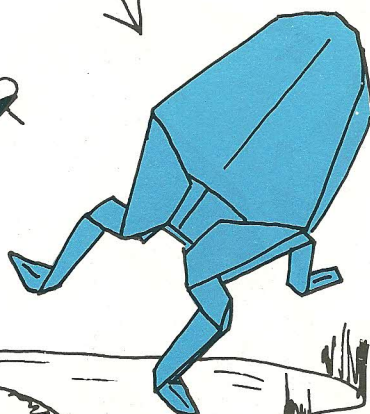
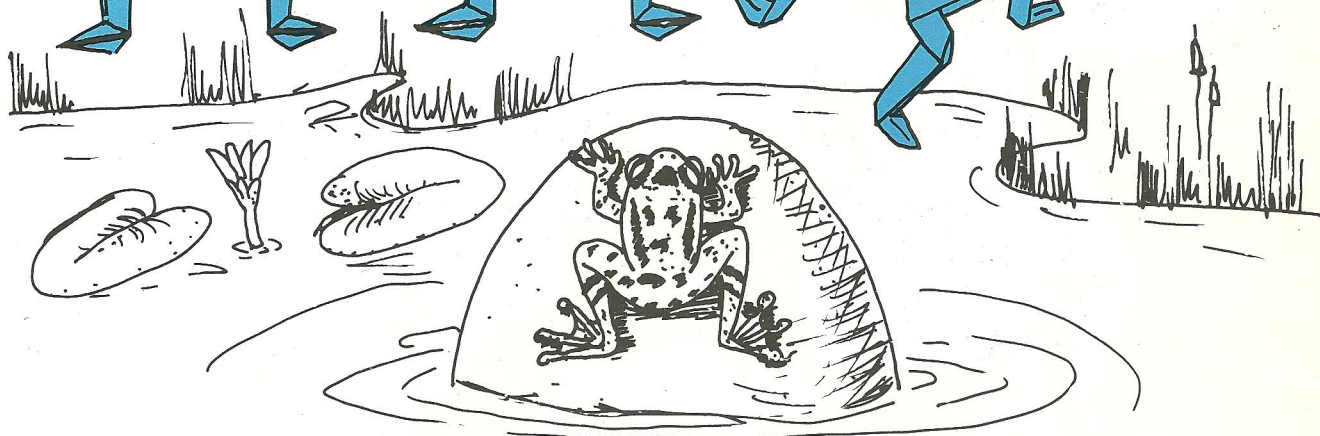
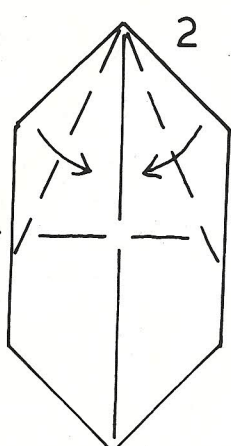
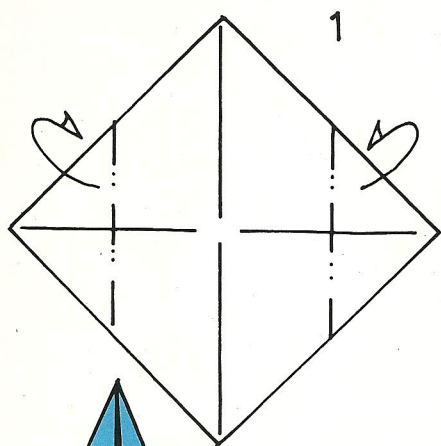
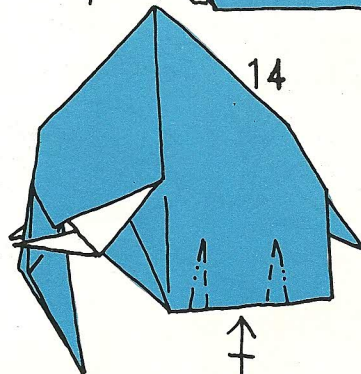
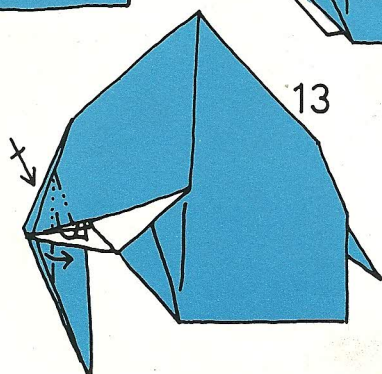
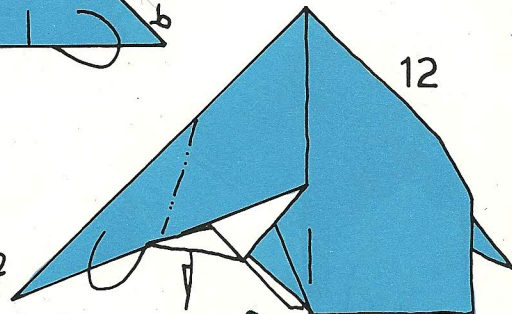
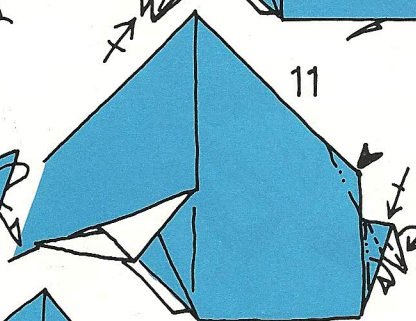
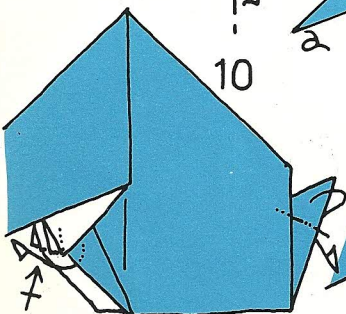
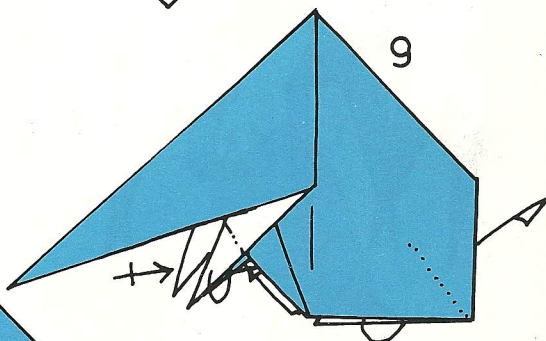
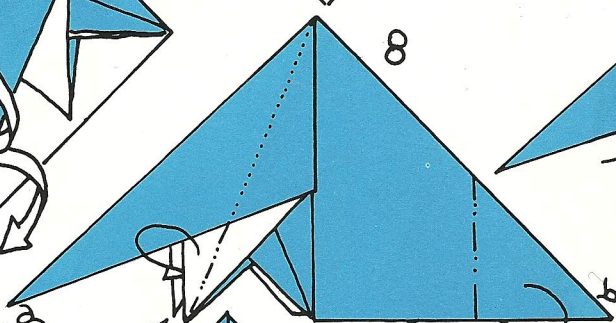
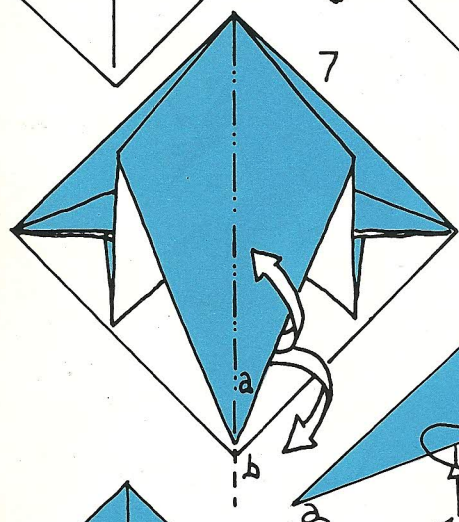
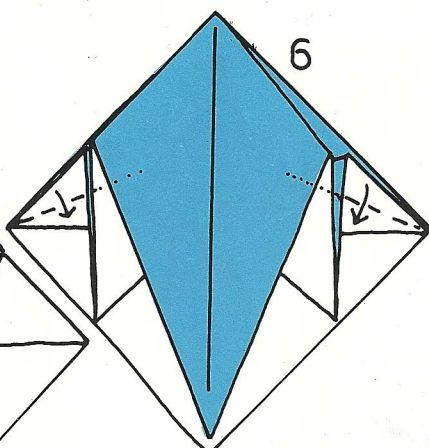
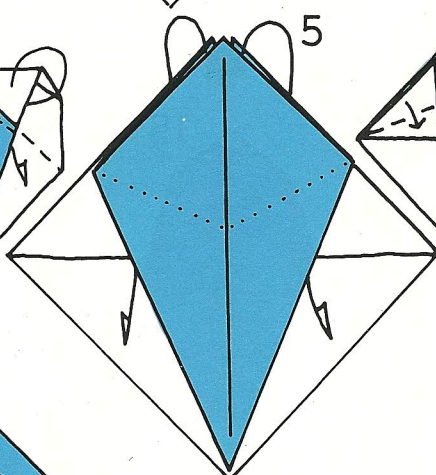
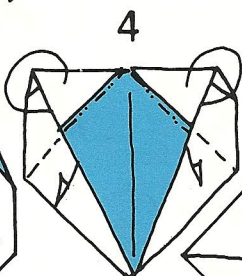
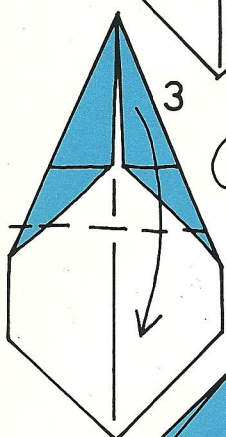
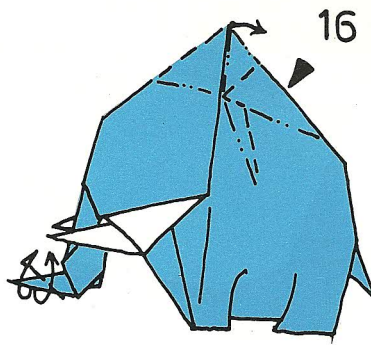
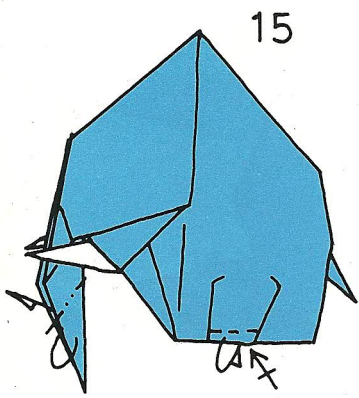
LA CONCHIGLIA

LA STELLA DI MARE

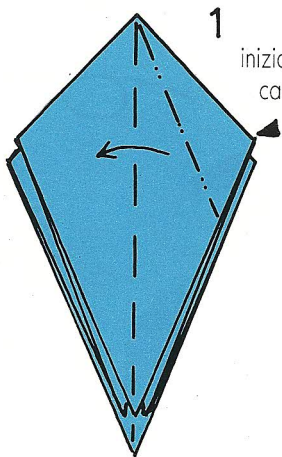
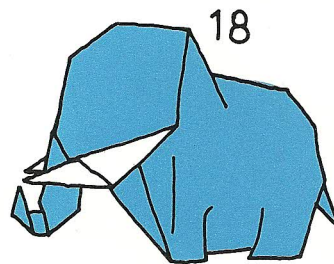
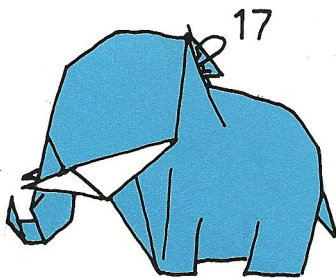
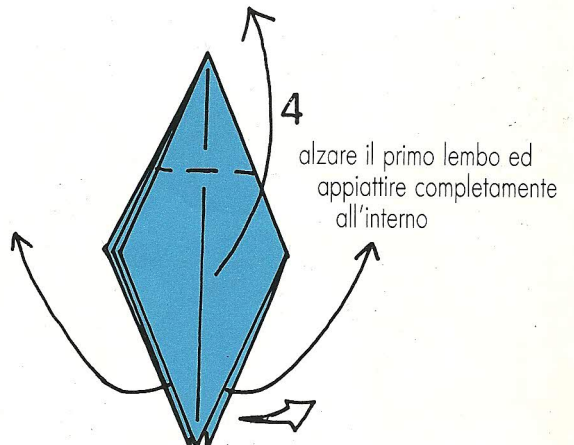
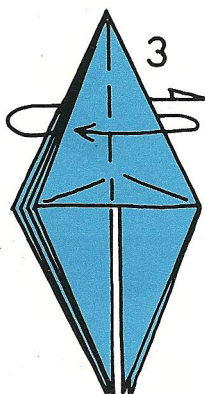
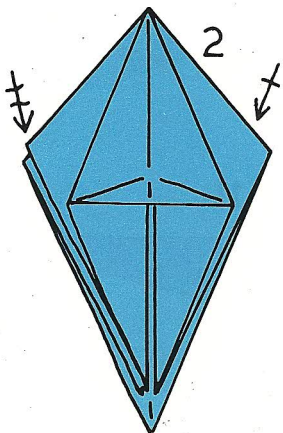
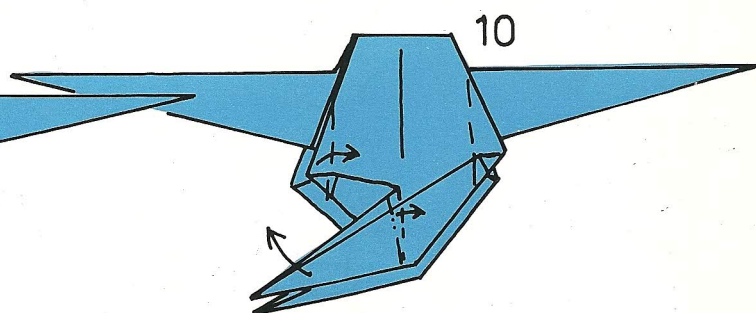
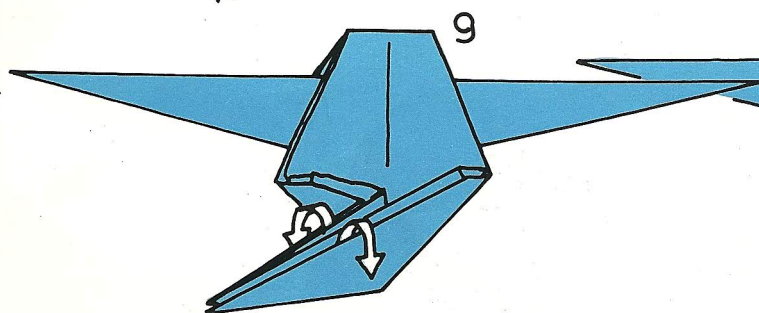
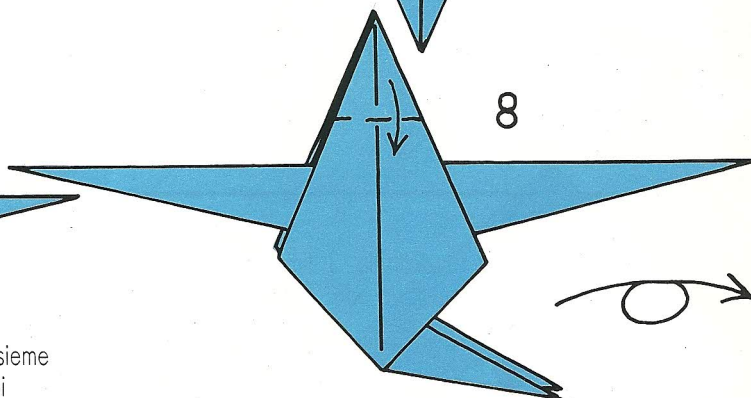
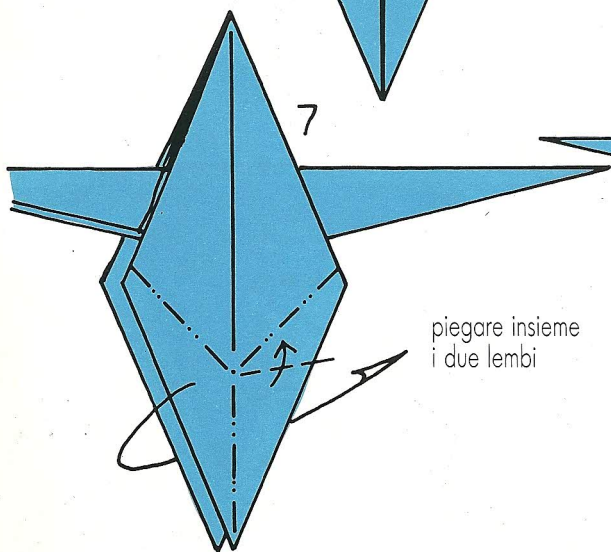
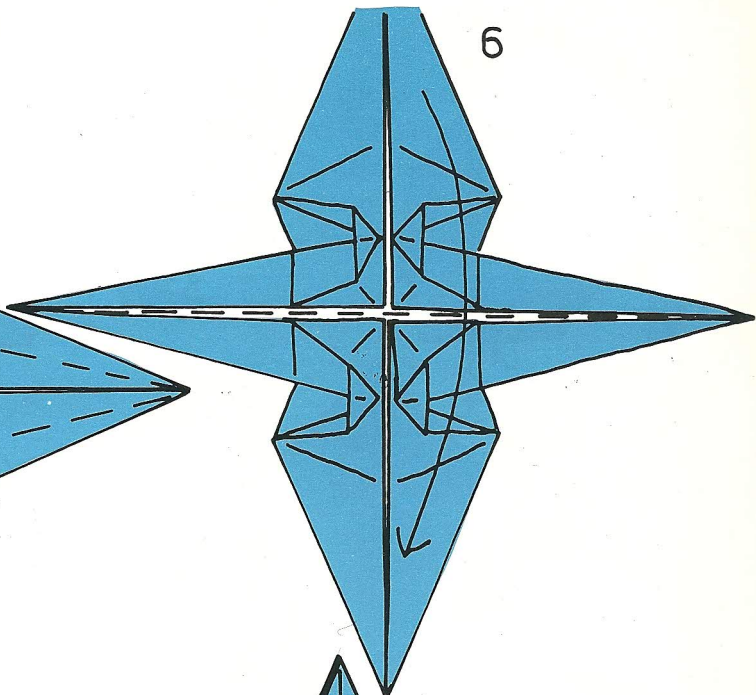
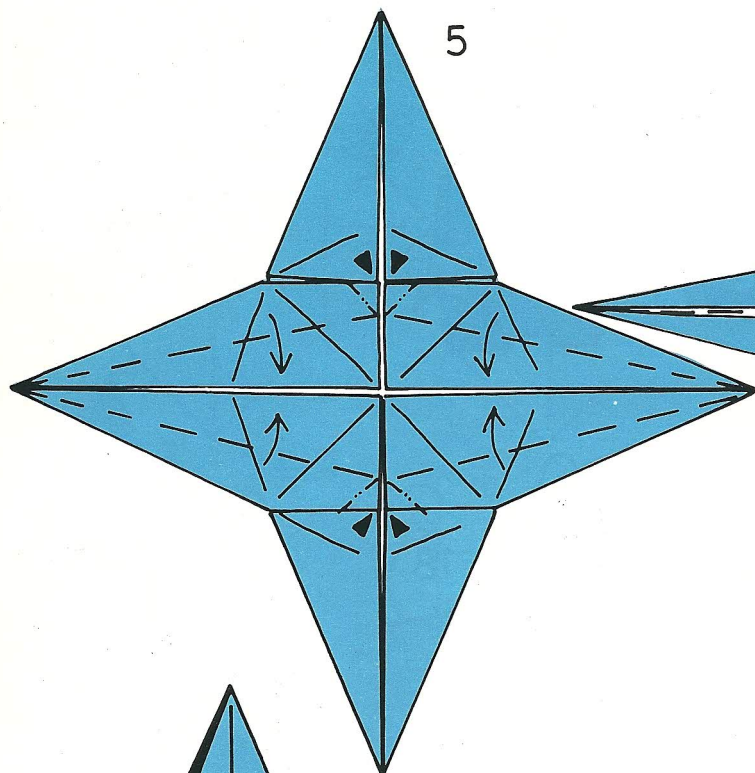
LA RANA

●●

1
2
sovrapporre i due punti segnati con (x)
3
riportare la piega nella posizione iniziale e ripetere per le rimanenti tre punte
4
ripassare all'interno le pieghe segnate precedentemente
5
6
7
8
9
girare a libro due lembi avanti e due dietro

10
ripetere le pieghe dei
passaggi 5-6-7-8
11
12
13
14
15
16
17
18
19

L'ELEFANTINO

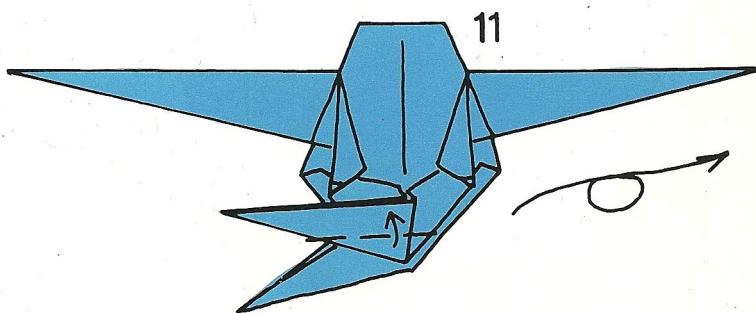
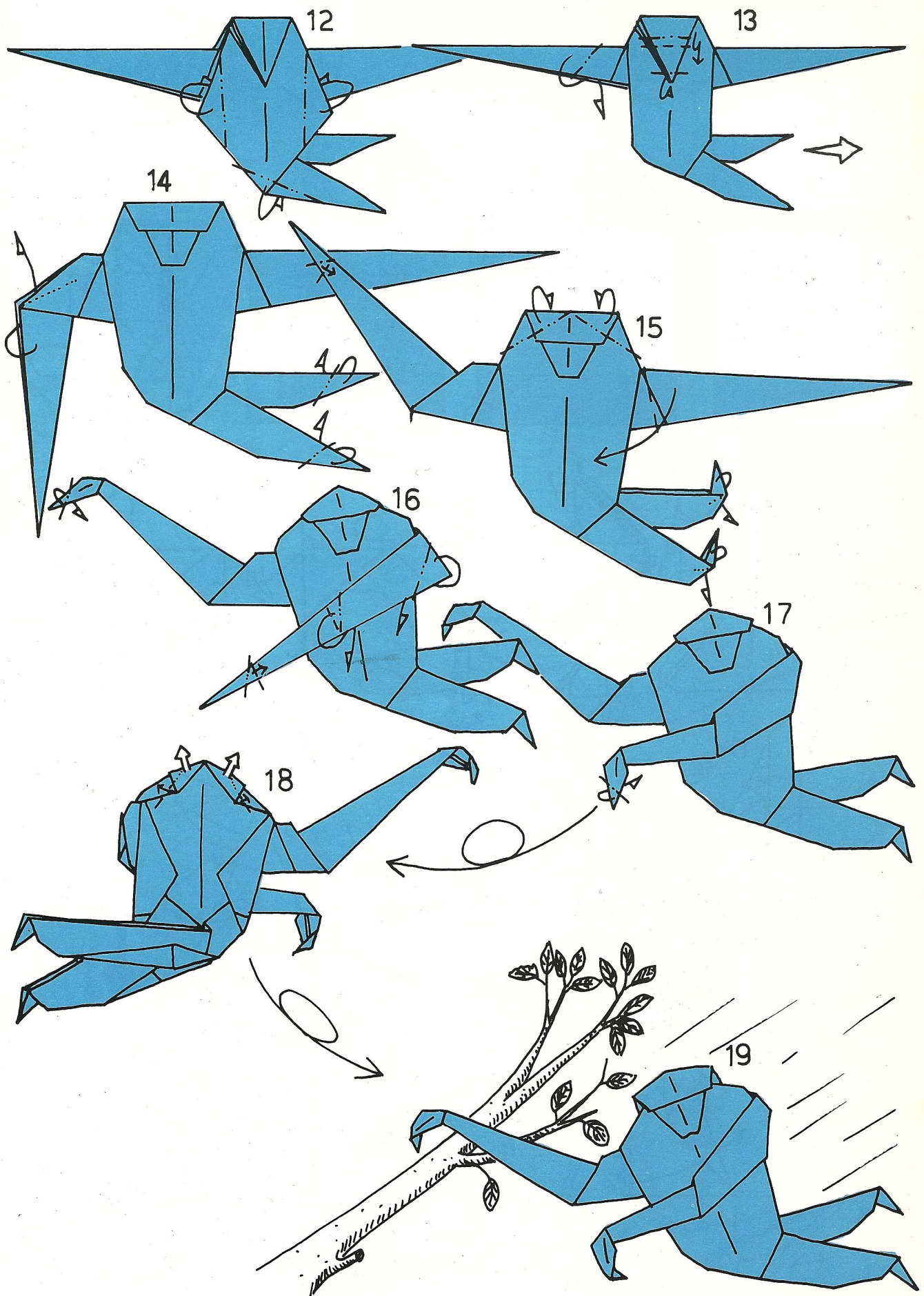
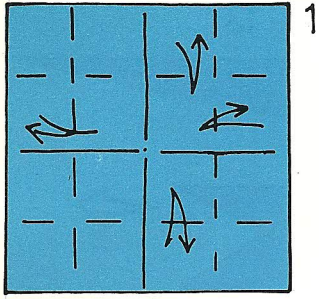
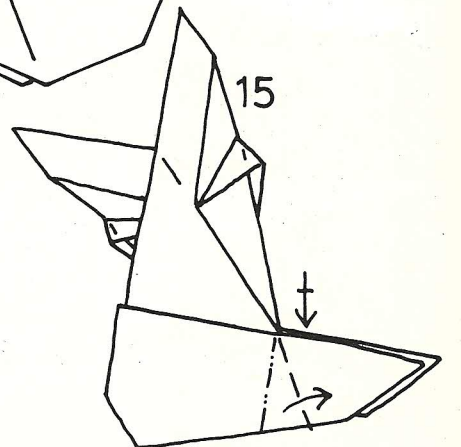
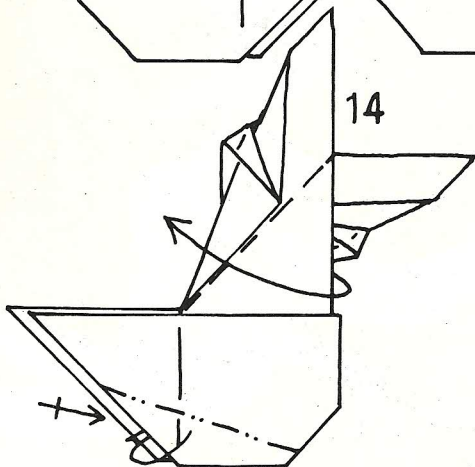
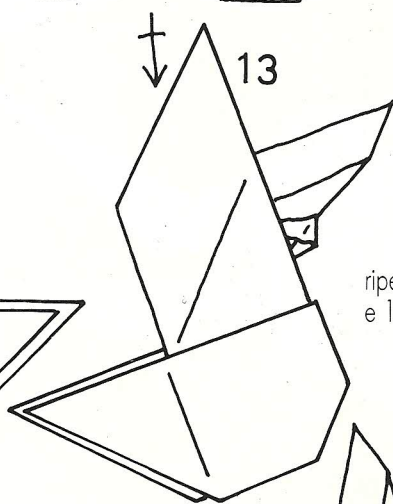
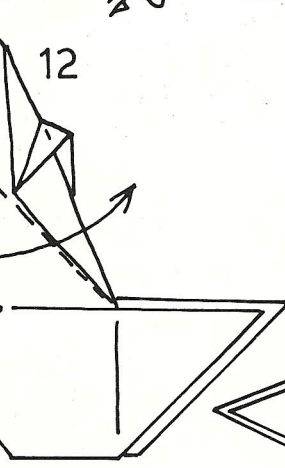
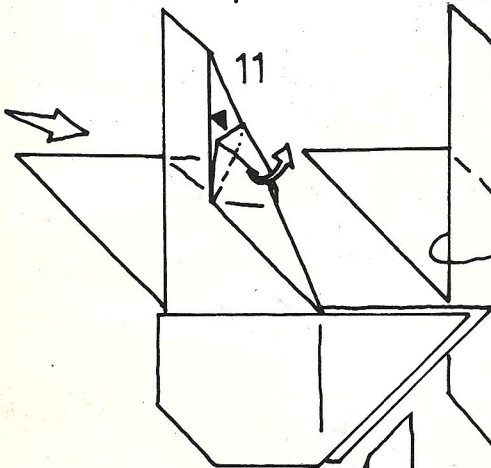
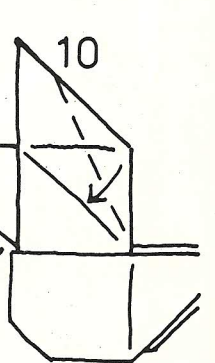
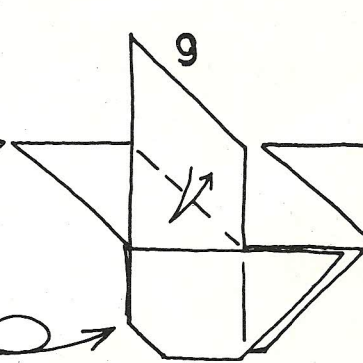
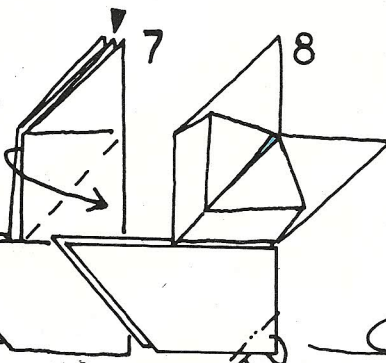
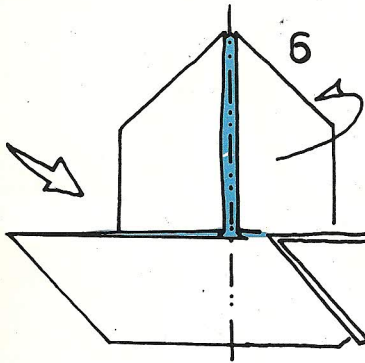
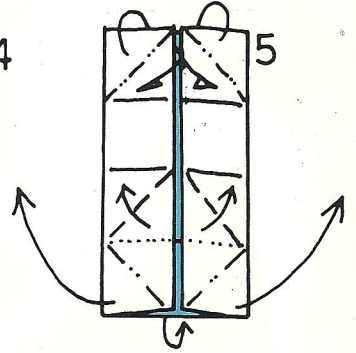
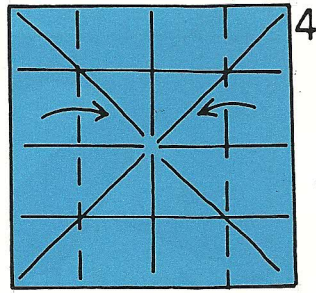
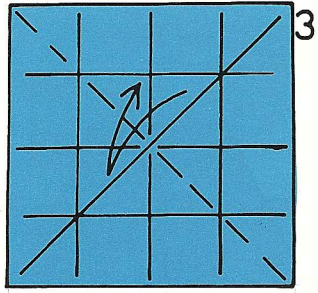
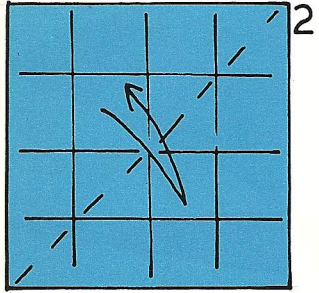
●●

Attenzione, questo modello se non sarà ben posizionato, non starà in piedi e penderà dalla parte della testa. In tal caso, sarà bene allungare verso il basso la proboscide, in modo che faccia da ulteriore appoggio

schiacciare sulla schiena

LA SCIMMIA

●●

iniziare dalla fig. 3 della cavalletta a pag. 75

alzare il primo lembo ed appiattire completamente all'interno

5
6
7
8
piegare insieme
i due lembi
9
10
disincastrare la
punta interna
11

12
13
14
15
16
17
18
19

IL KOALA

●●

usare un foglio di carta grigio da un lato e nero dall'altro; nei diagrammi il lato colorato rappresenta il nero

ripetere i passaggi 10 e 11 per l'altra punta

16
17
19
21
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18
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24
25
26
27
28
29
30

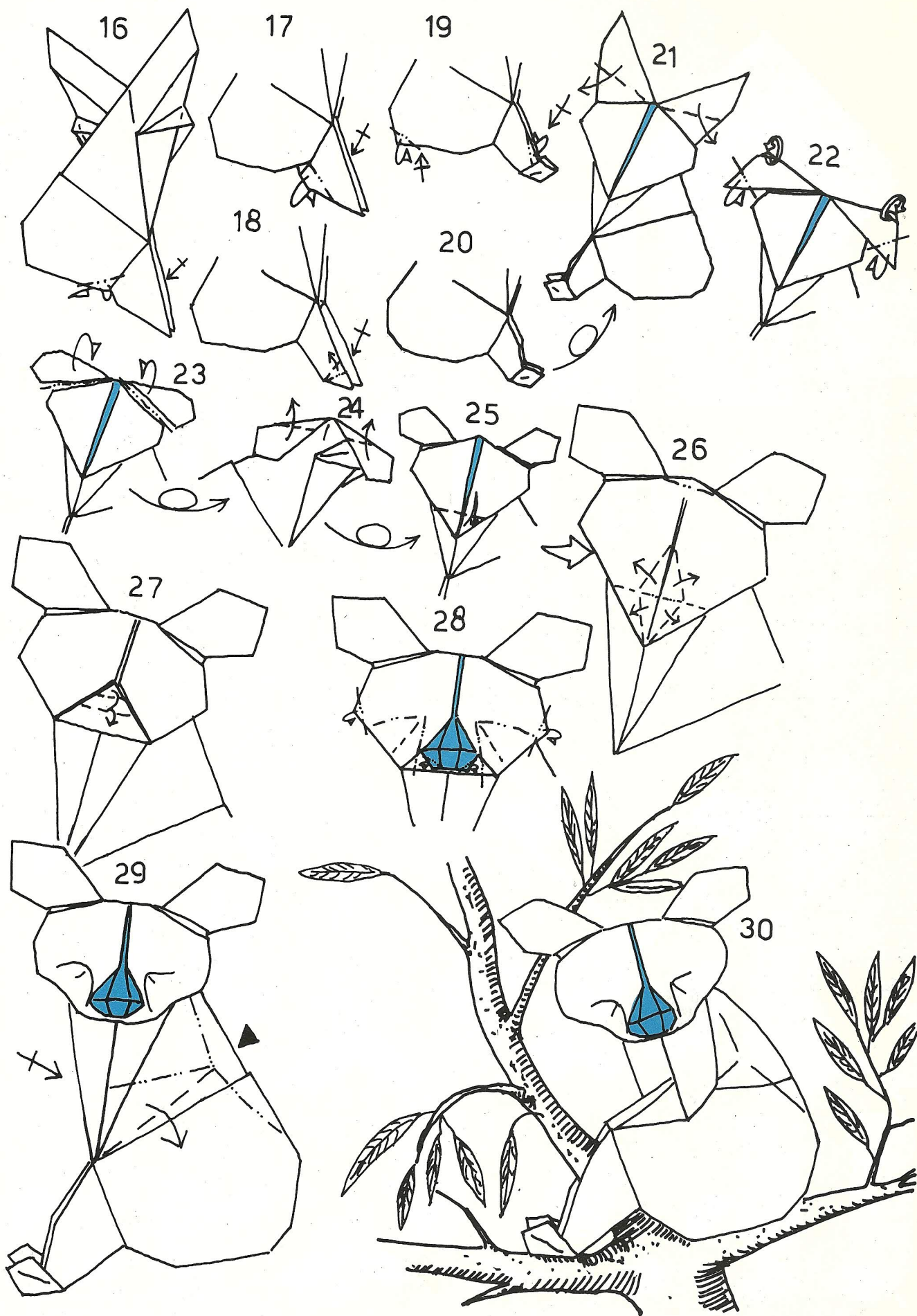
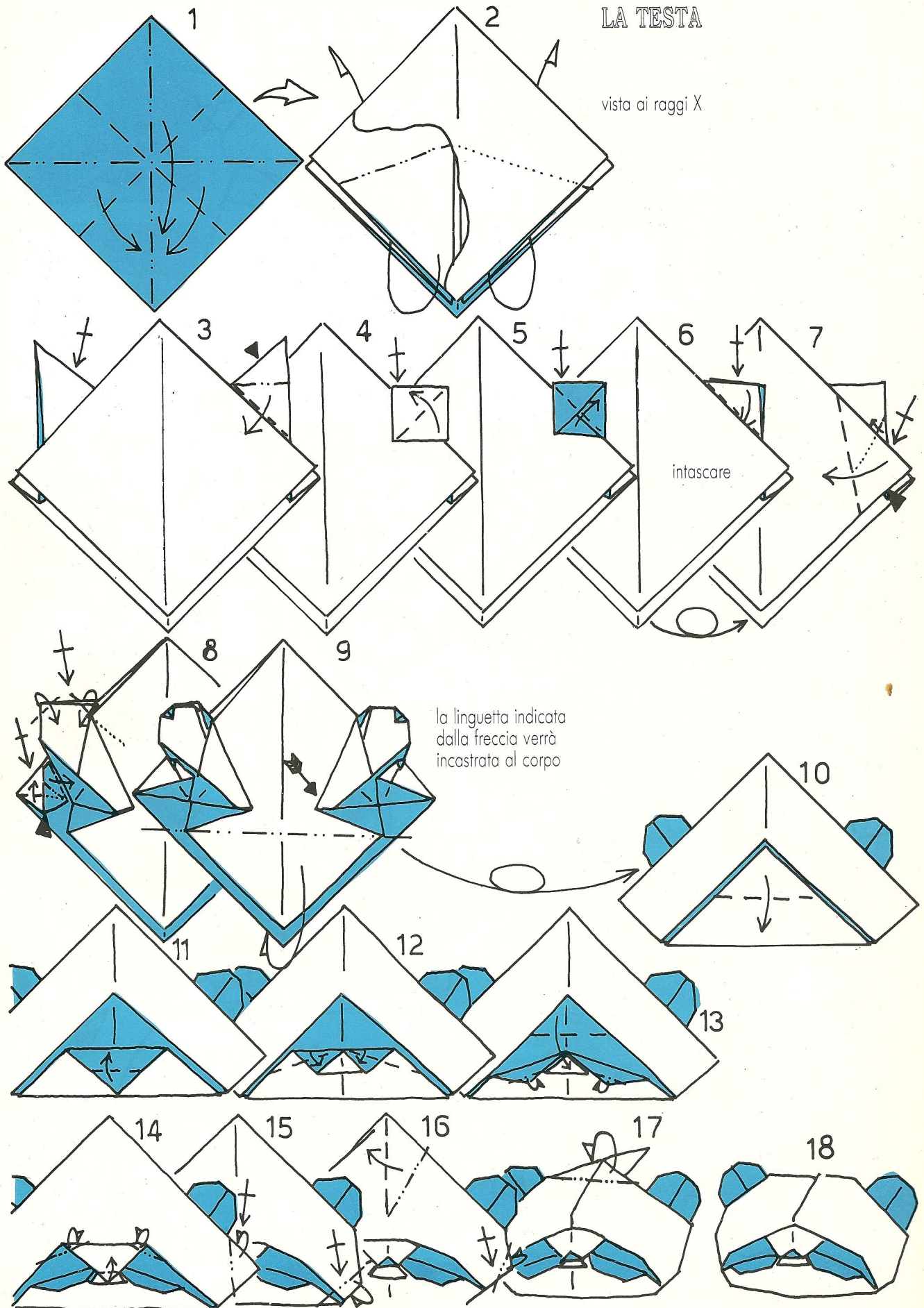
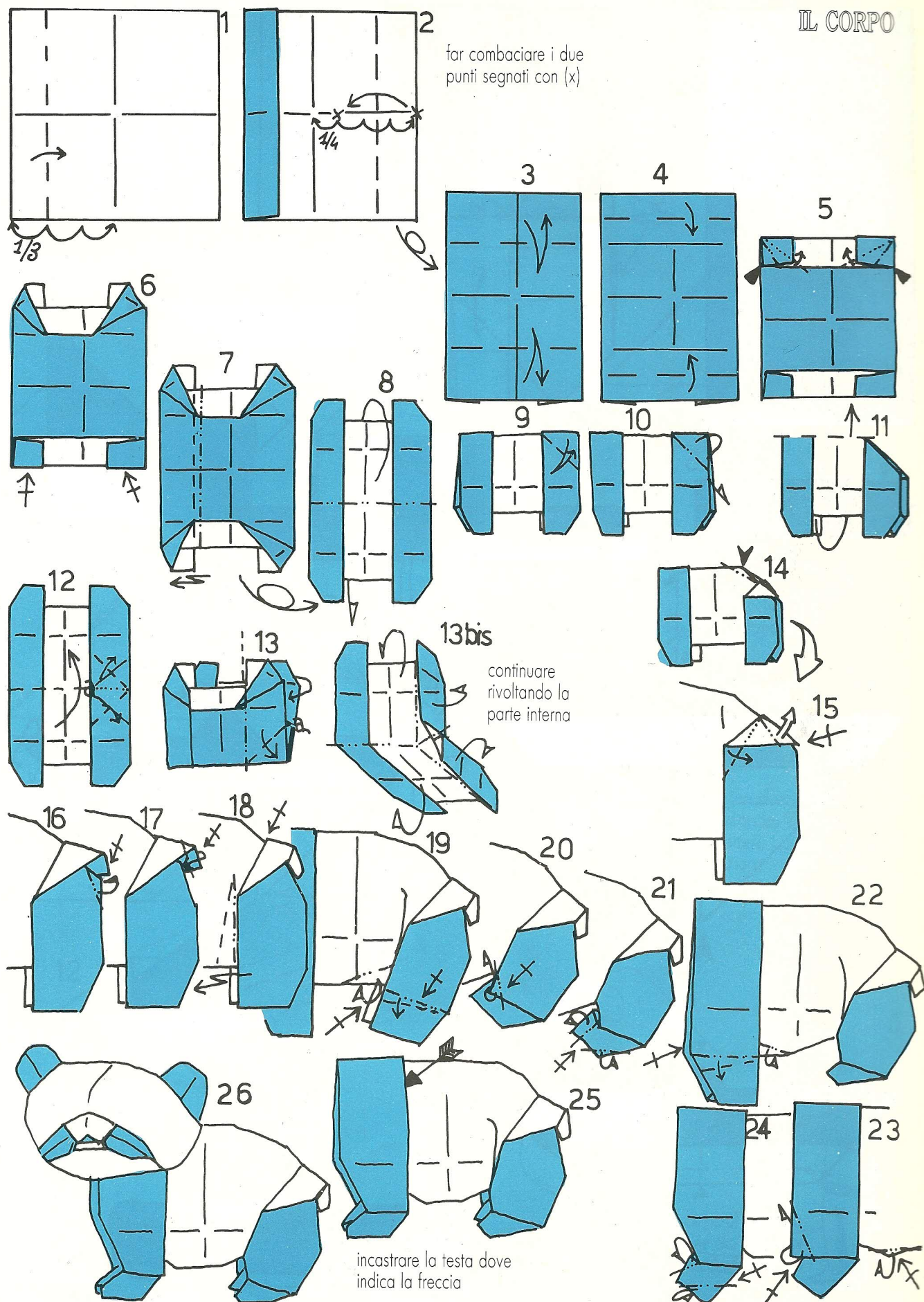
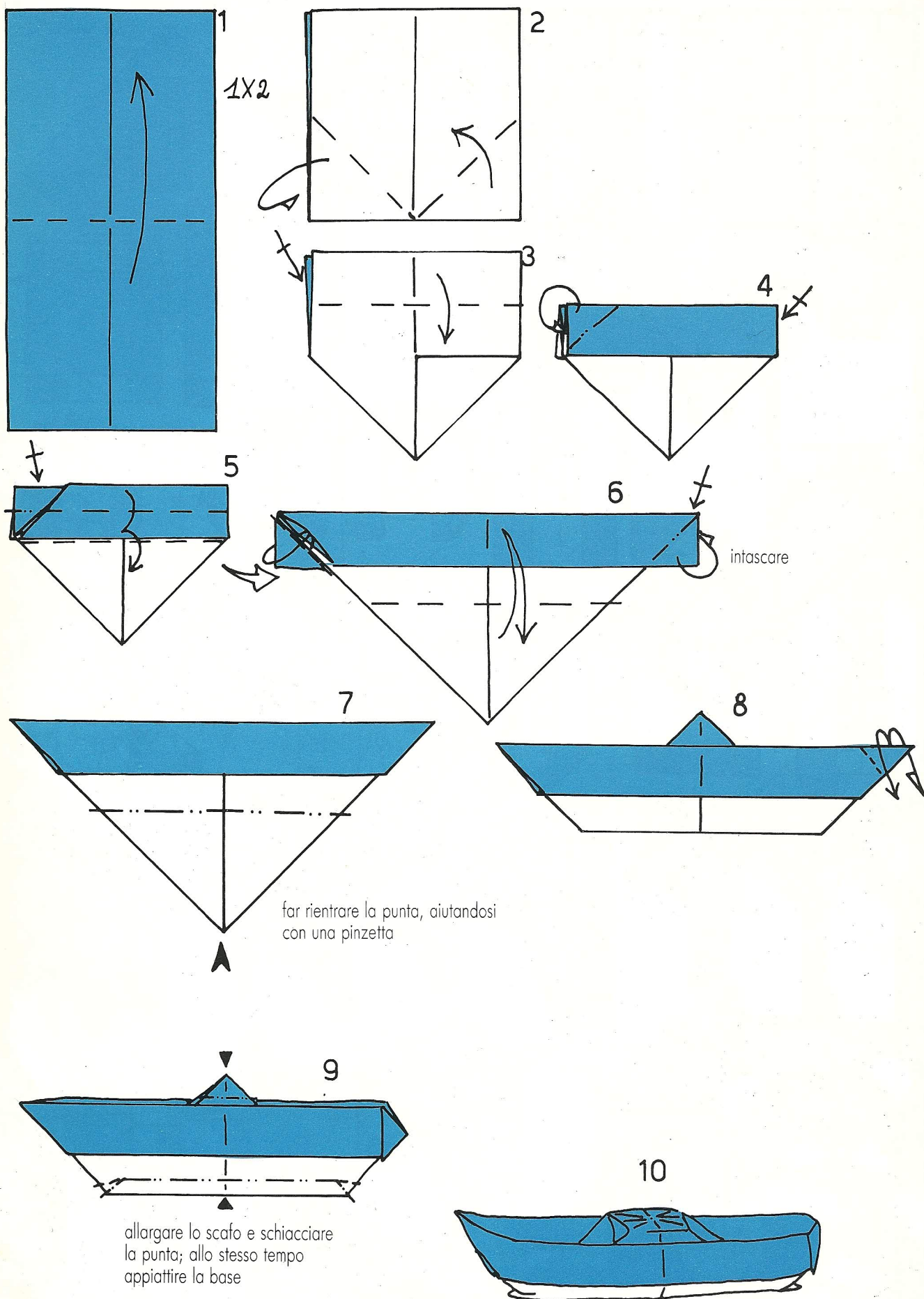
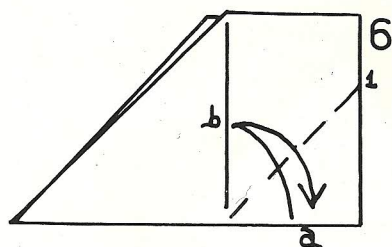
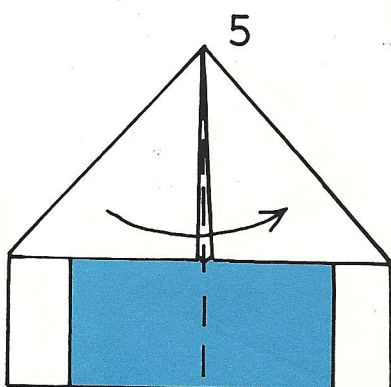
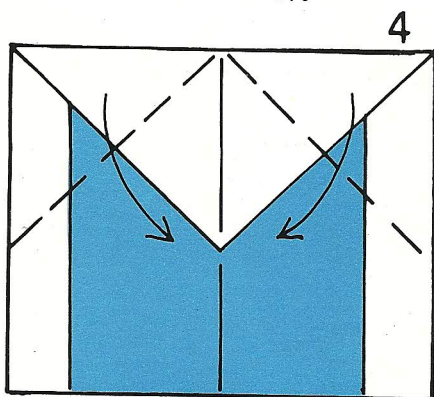
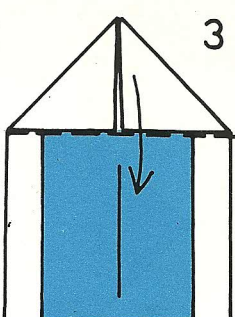
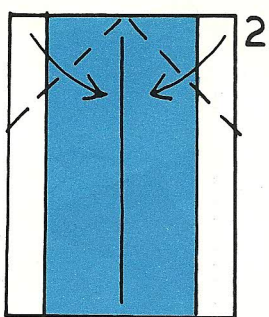
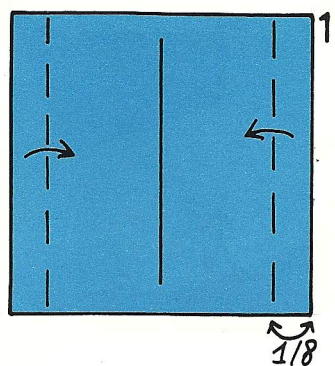
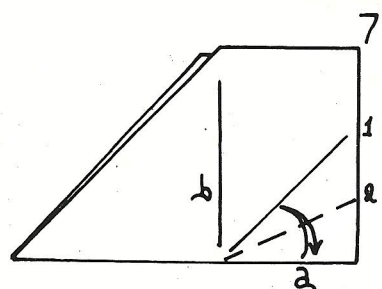
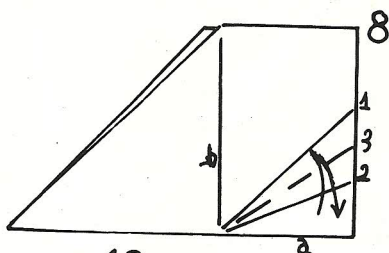
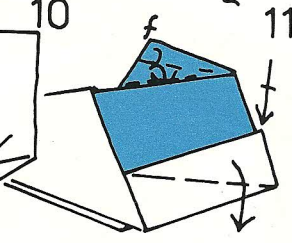
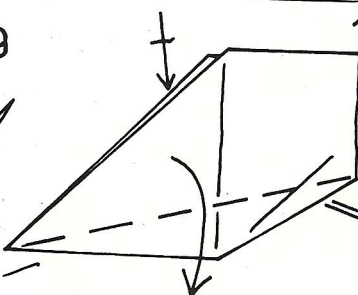
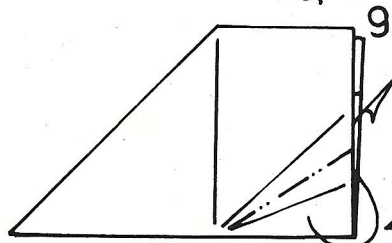
IL PANDA

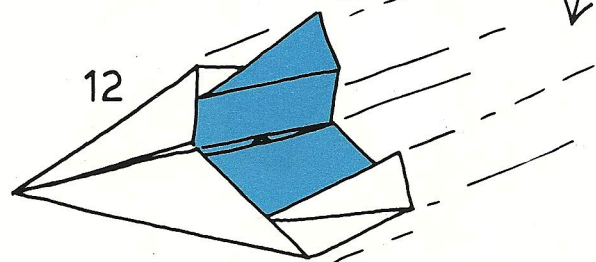
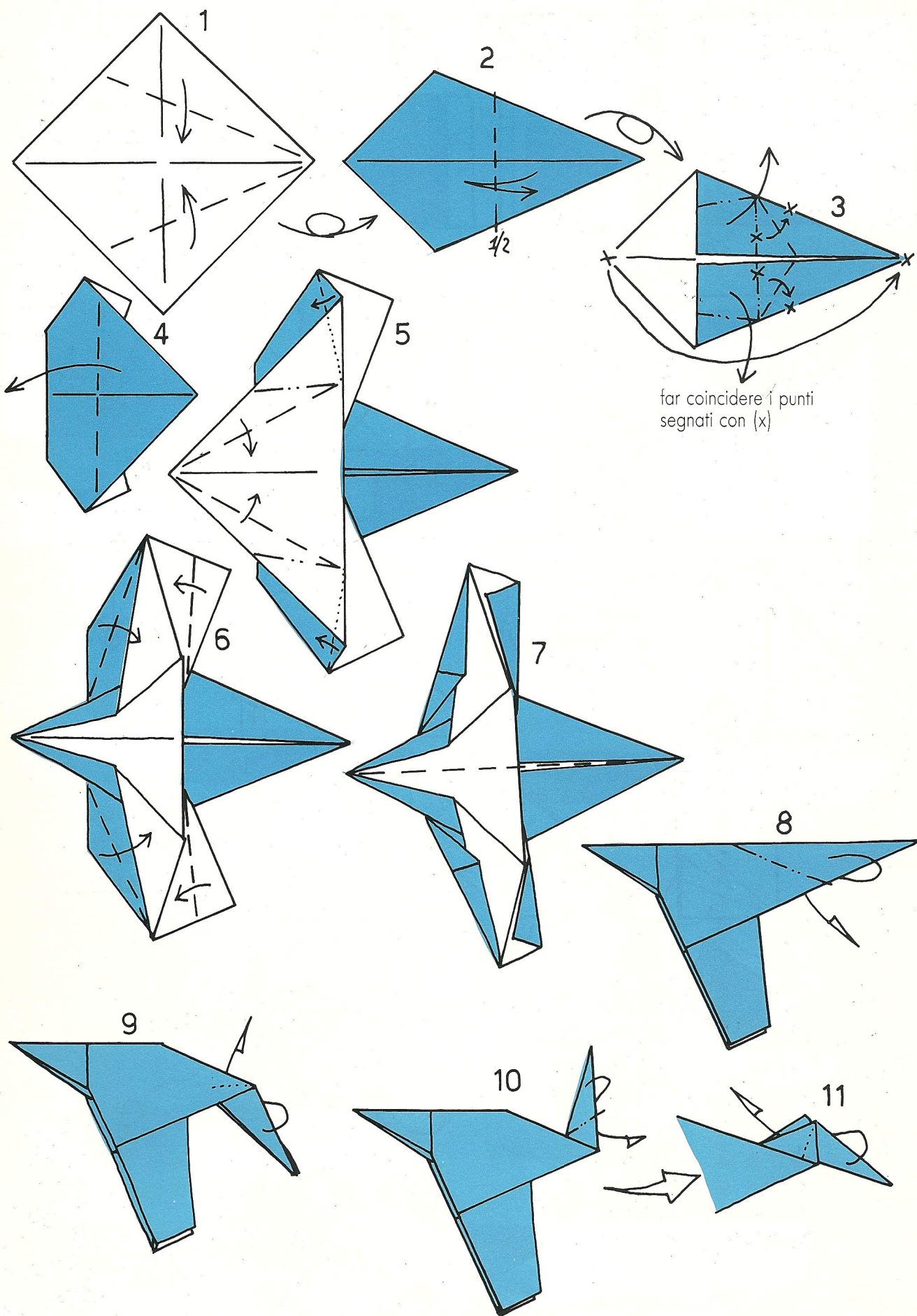
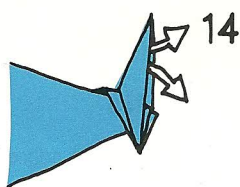
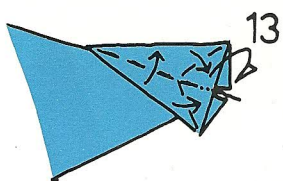
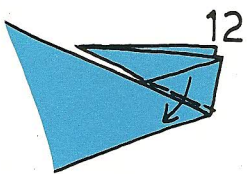
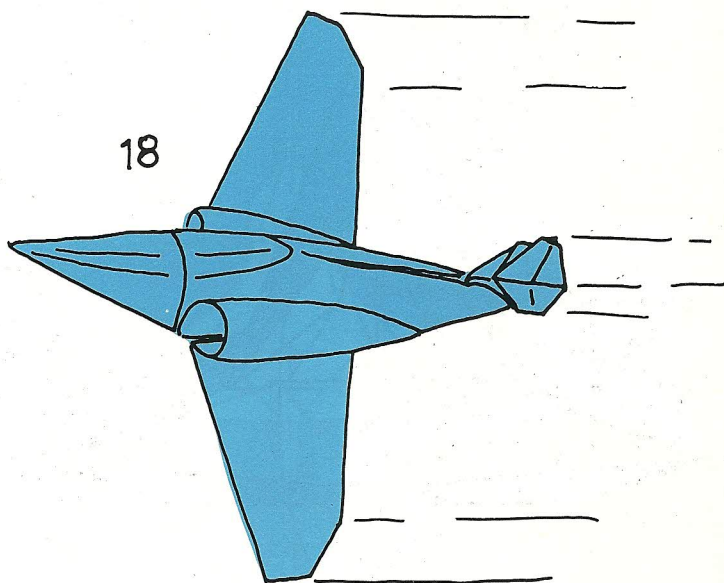
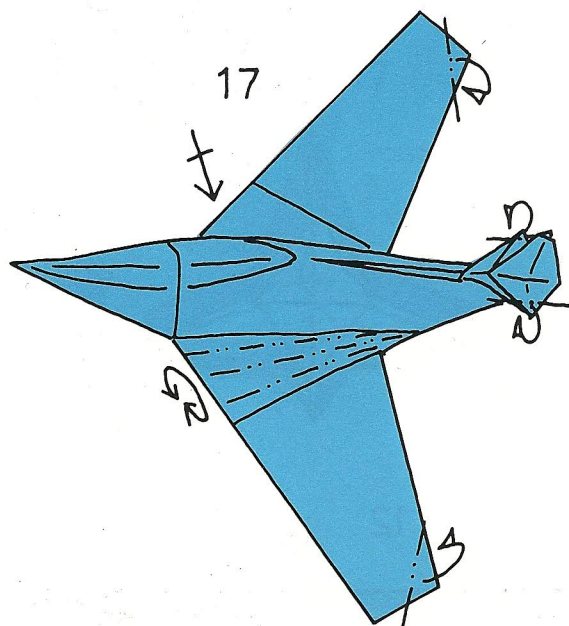
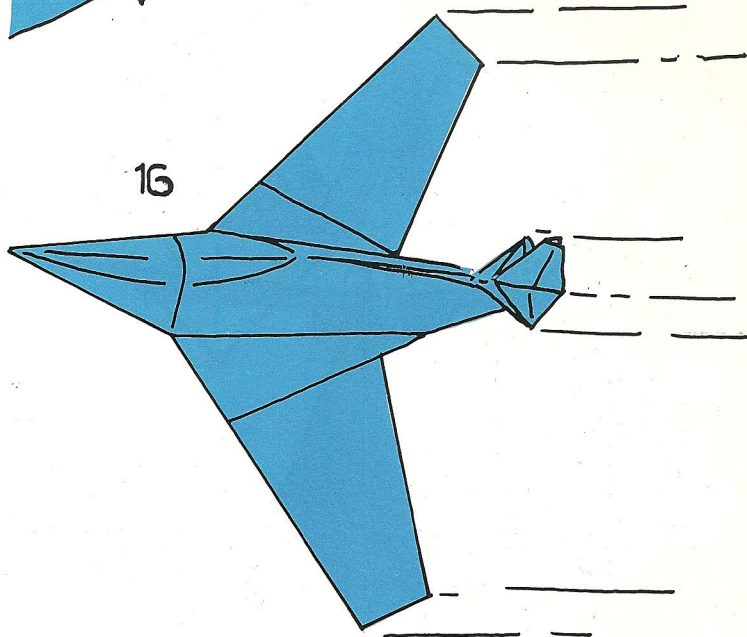
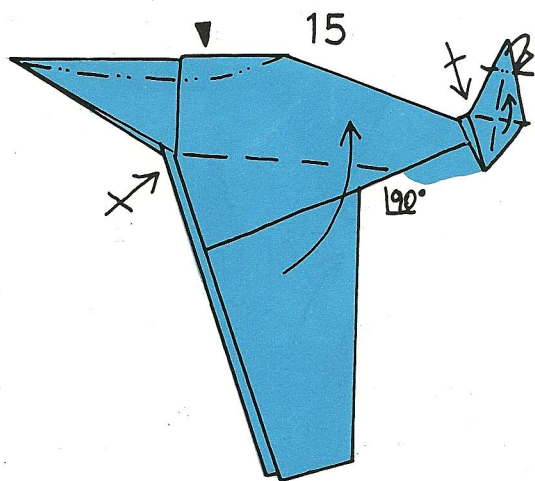
●●

LA TESTA

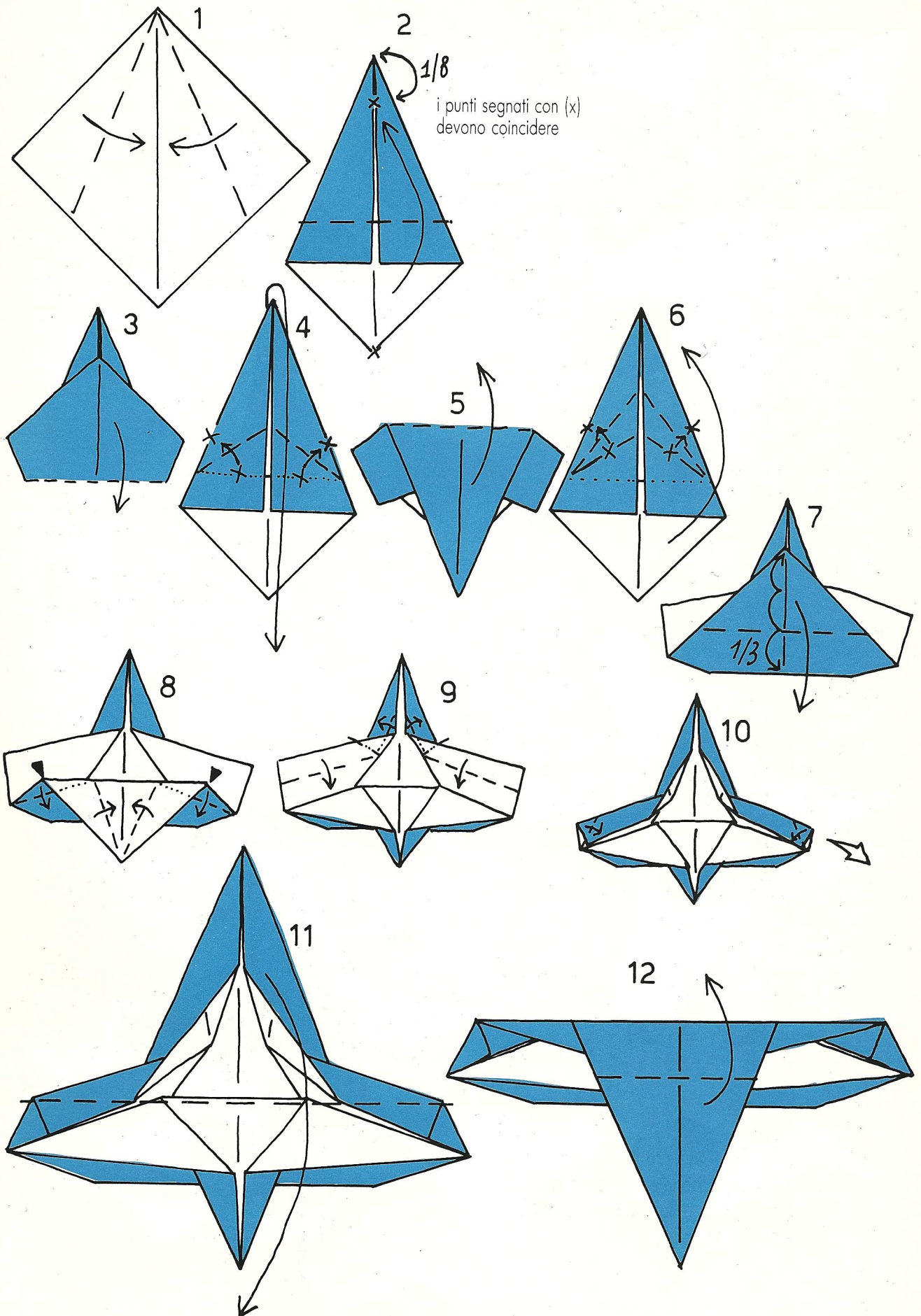
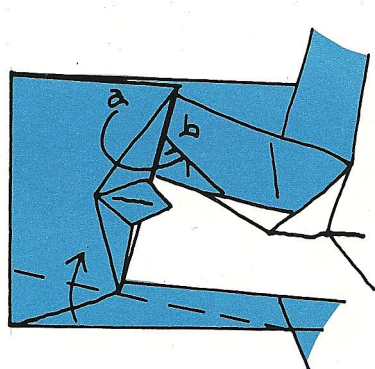
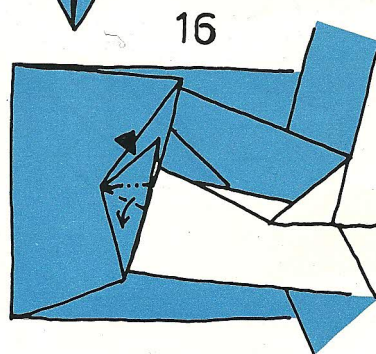
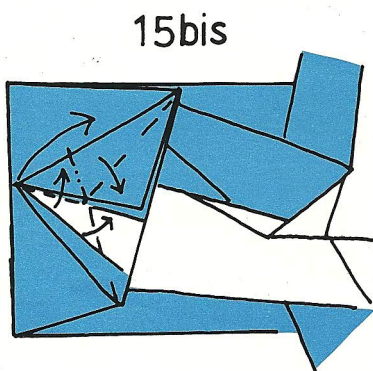
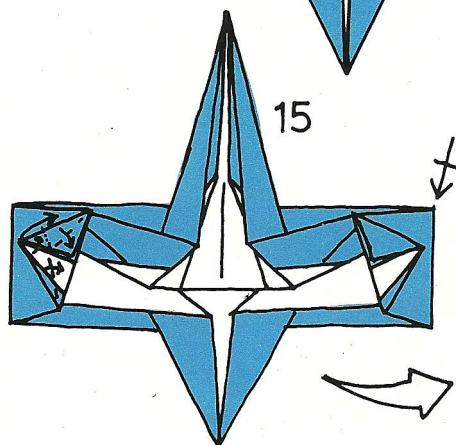
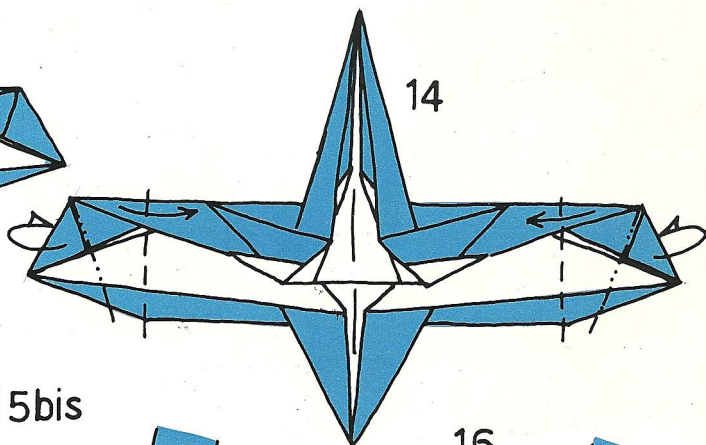
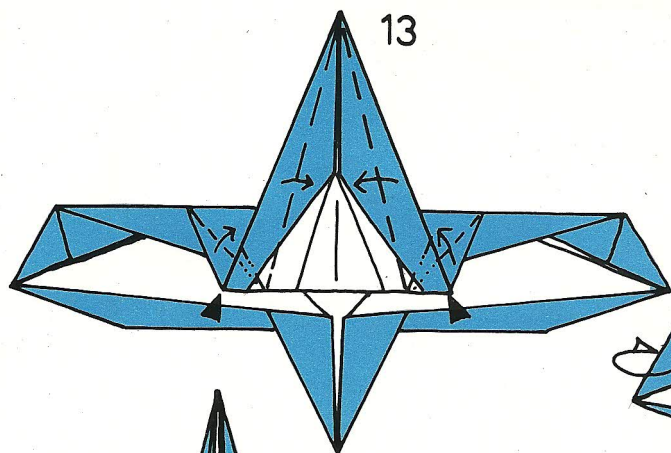
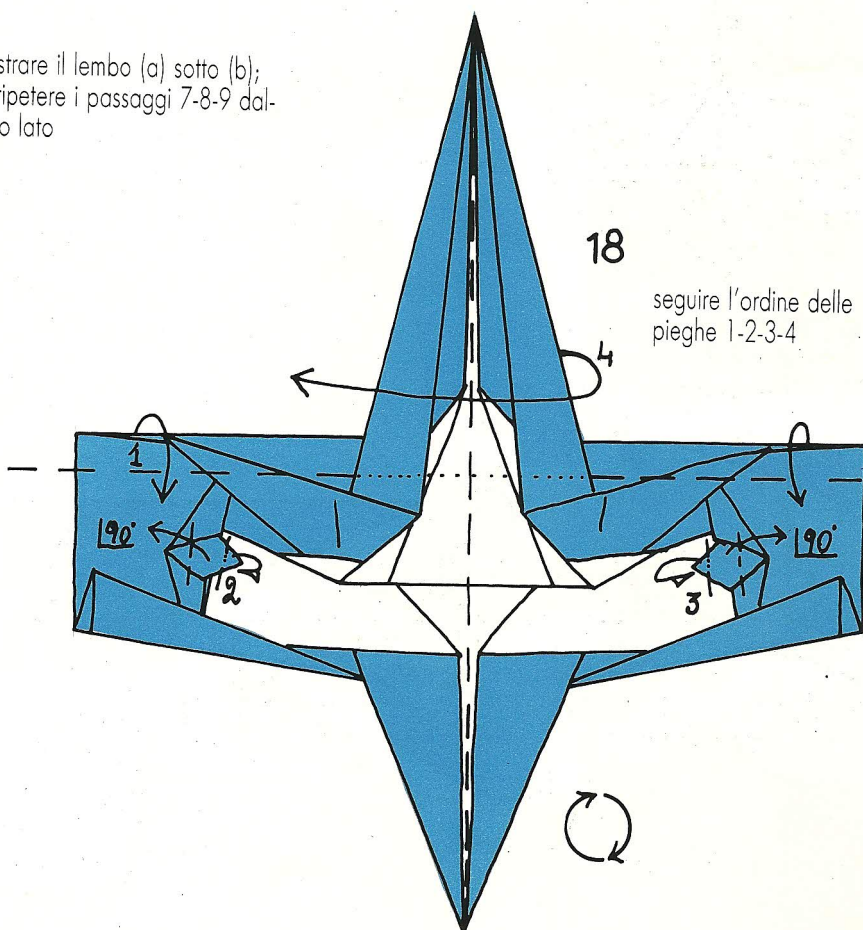
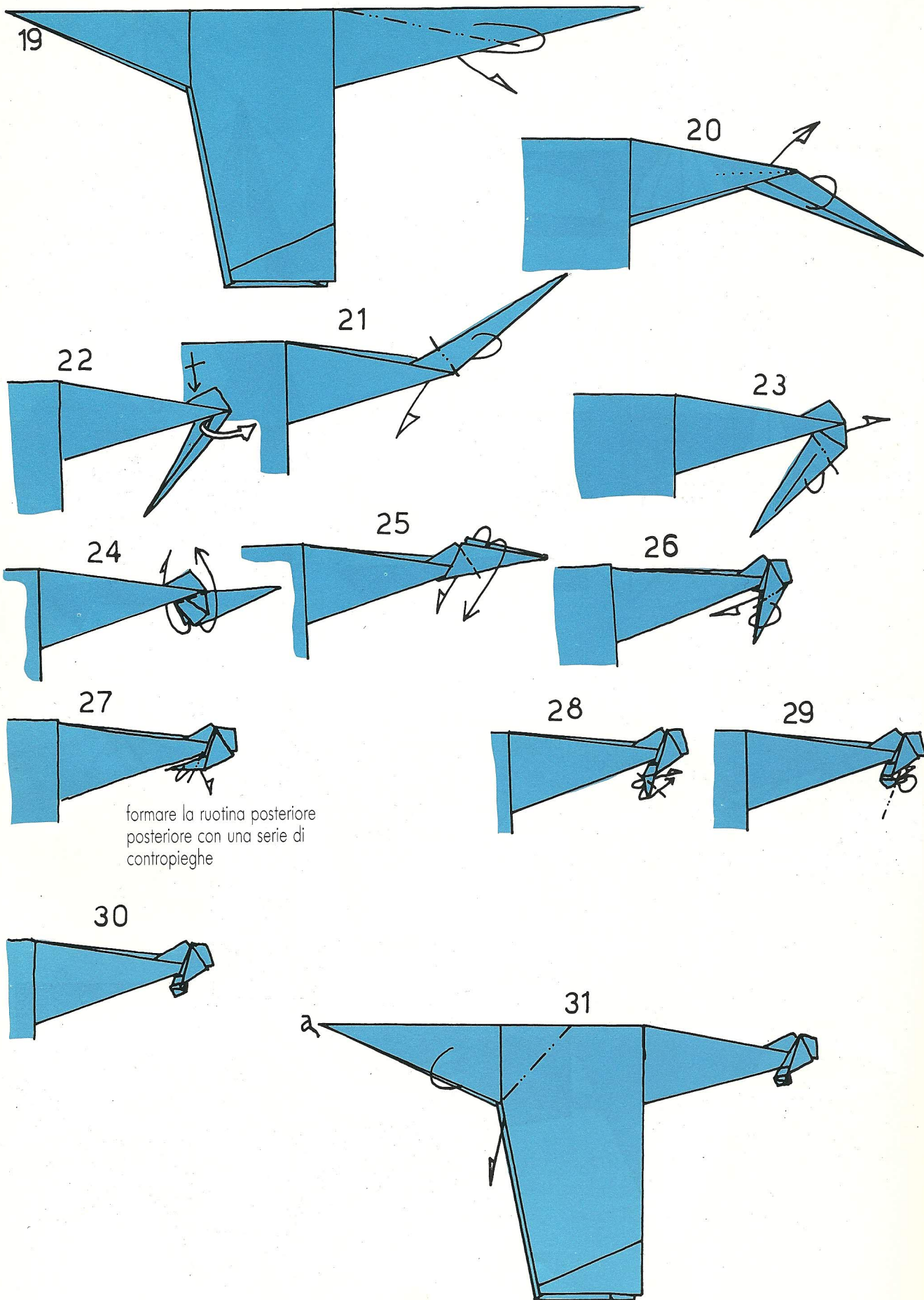
1
1/3
2
far combaciare i due
punti segnati con (x)
1/4
3
4
5
6
7
8
9
10
11
12
13
13bis
continuare
rivoltando la
parte interna
14
15
16
17
18
19
20
21
22
23
24
25
26
incastrare la testa dove
indica la freccia

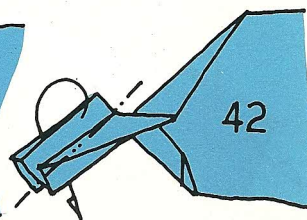
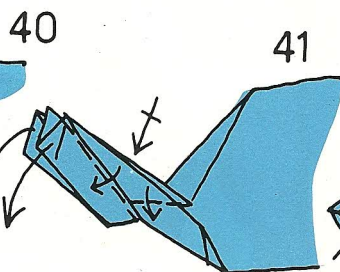
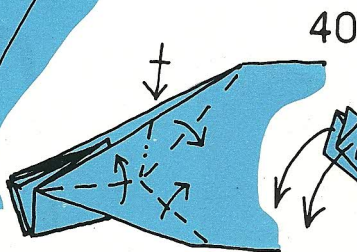
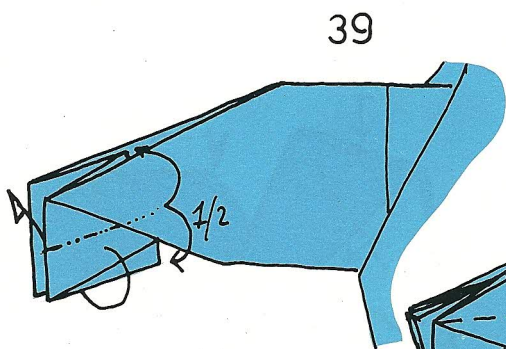
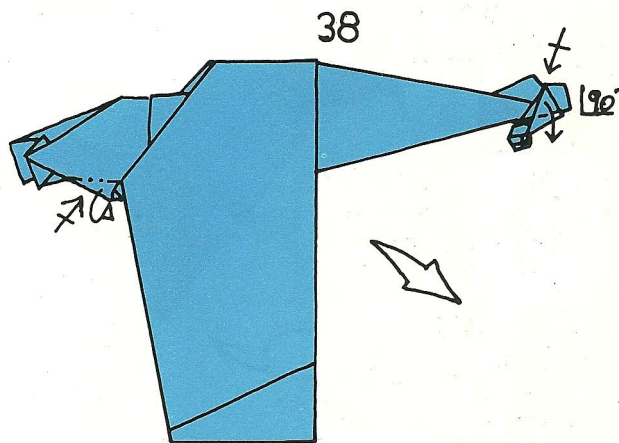
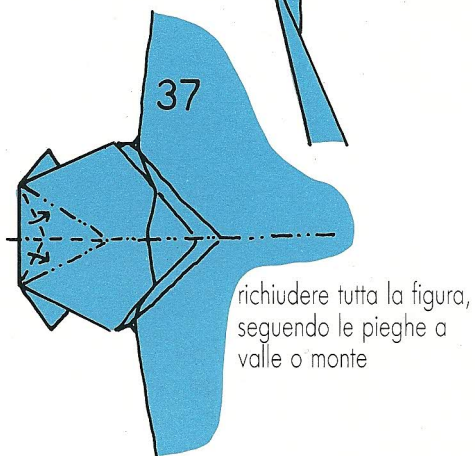
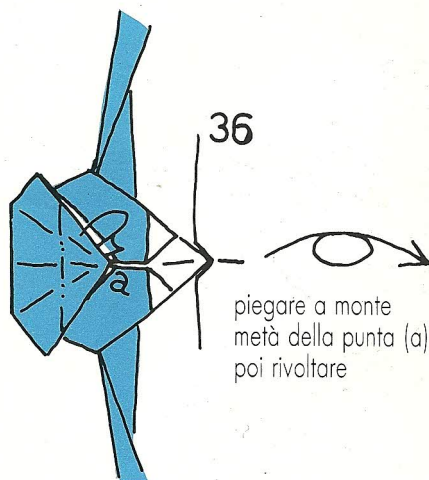
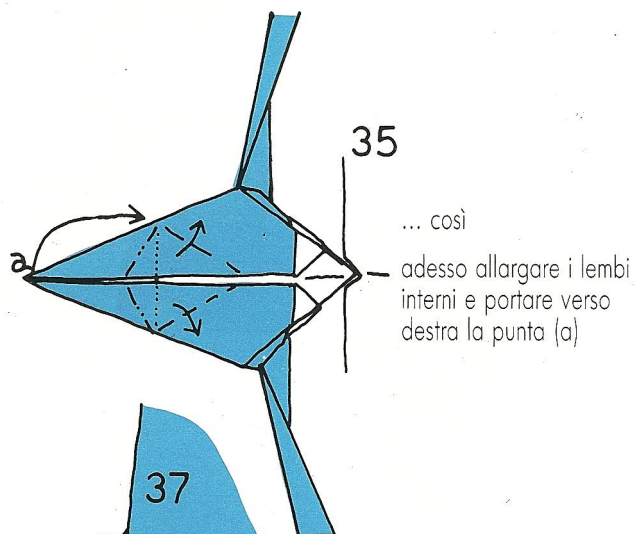
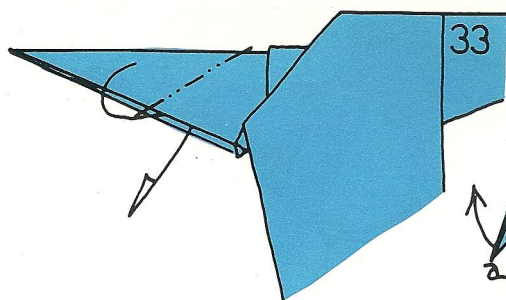
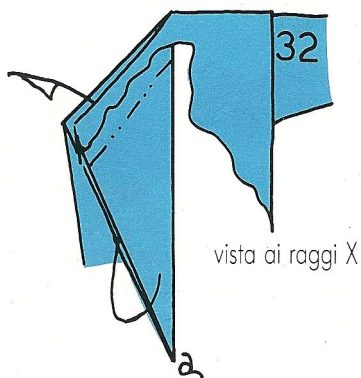
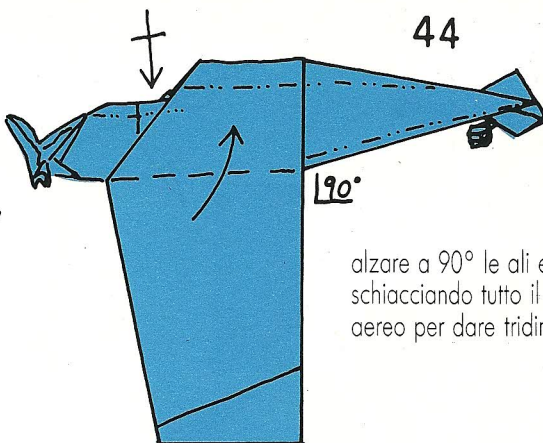
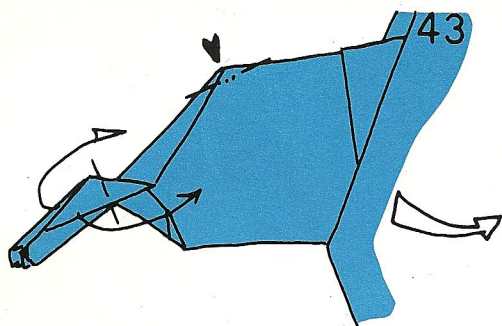
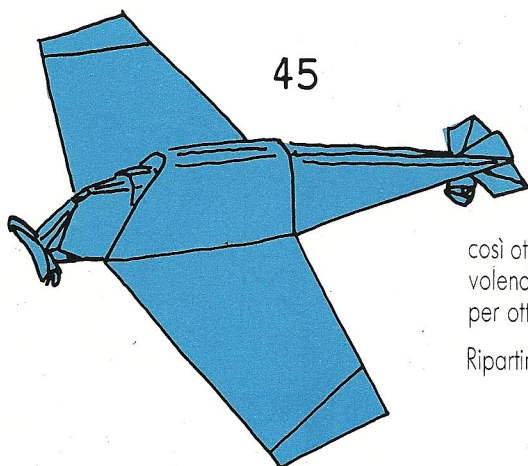
LA MOTOBARCA

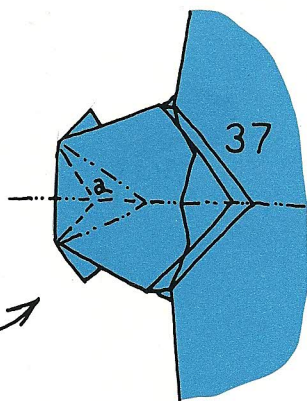
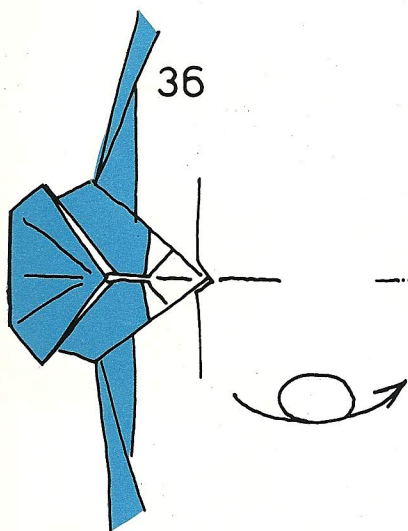
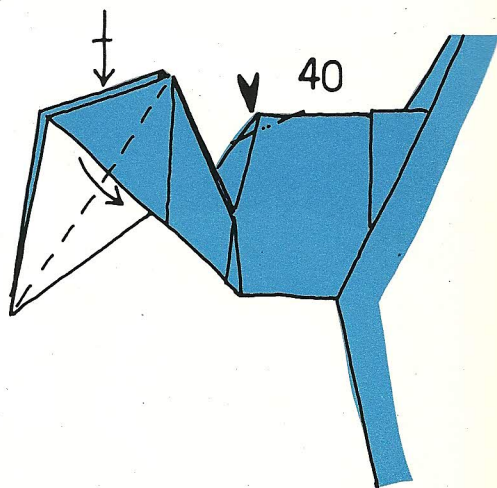
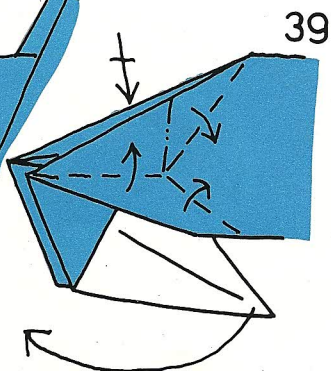
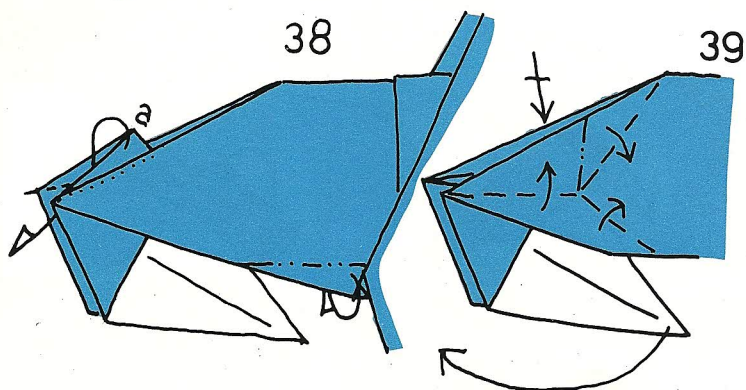
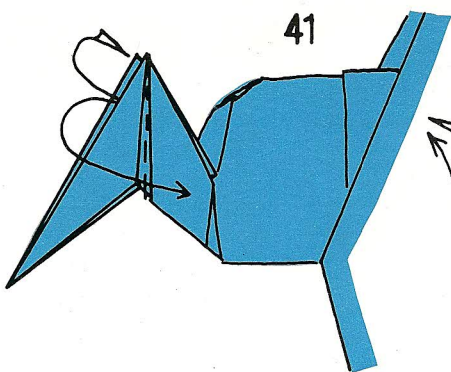
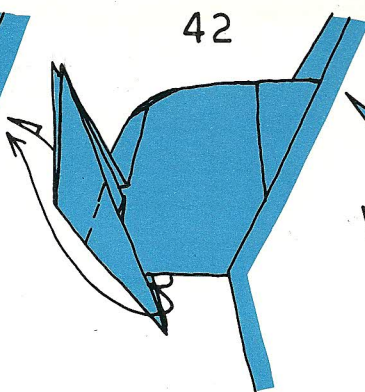
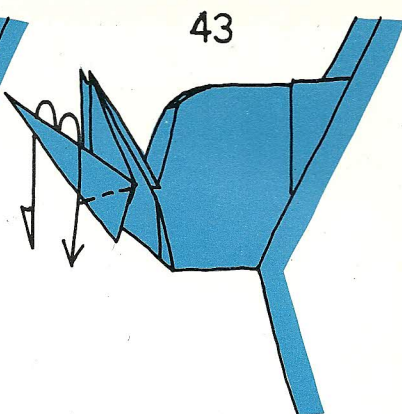
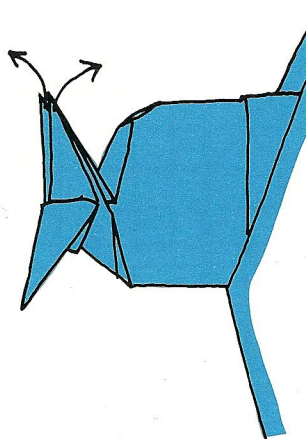
L'AEREO

1/8
segnare la piega 1
portando (a) su (b)
segnare la piega 2
portando (a) su (1)
segnare la piega 3
portando (2) su (1)
piegare due volte (f)
intascando; rialzare le ali
e mettere i due timoni in
posizione verticale

●●

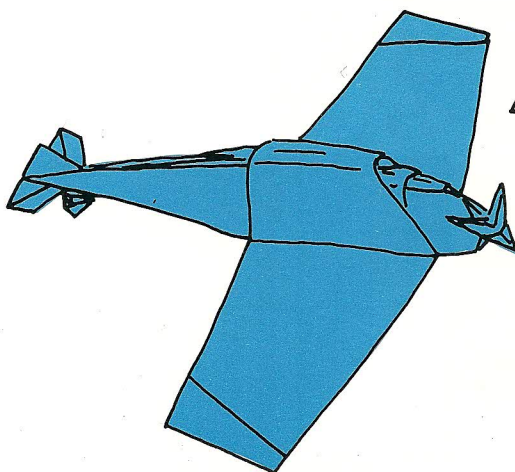
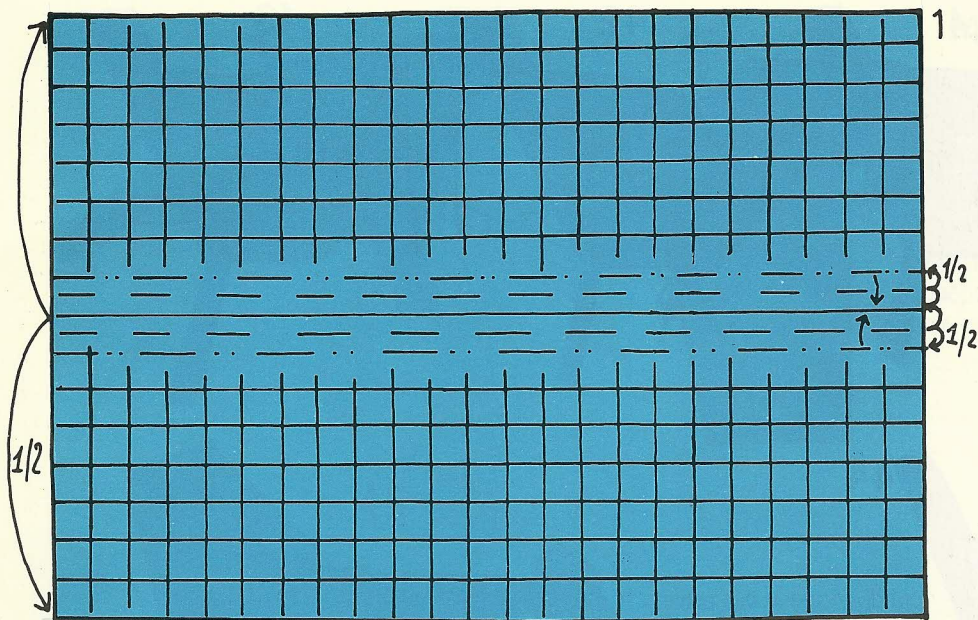
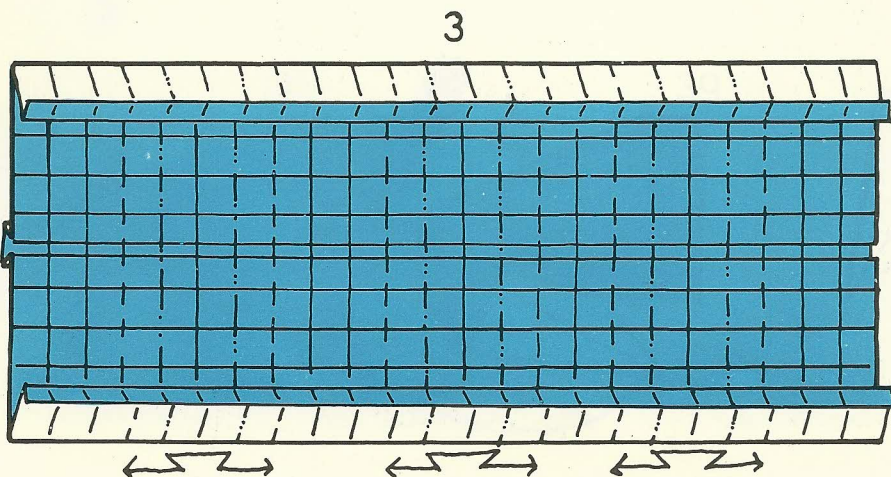
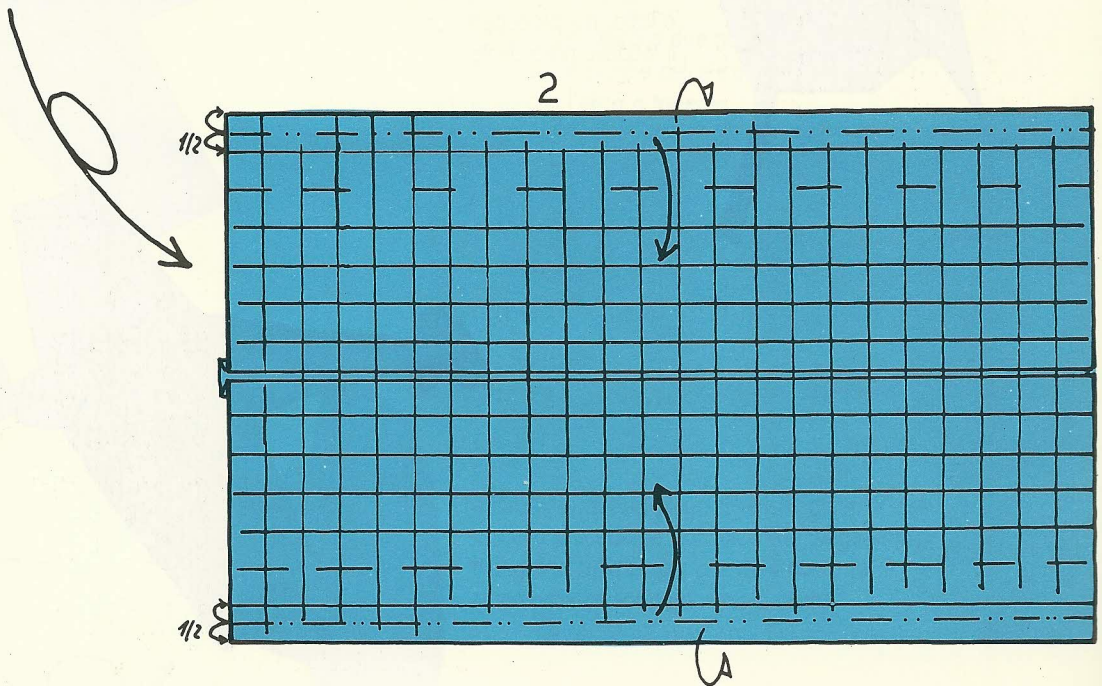
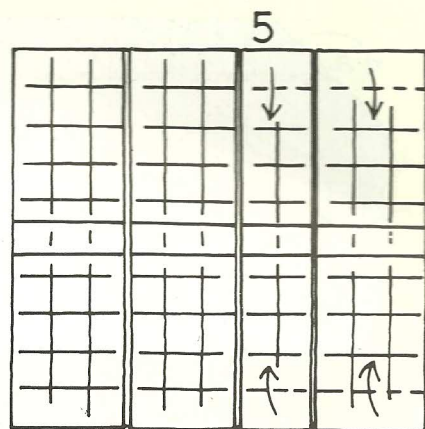
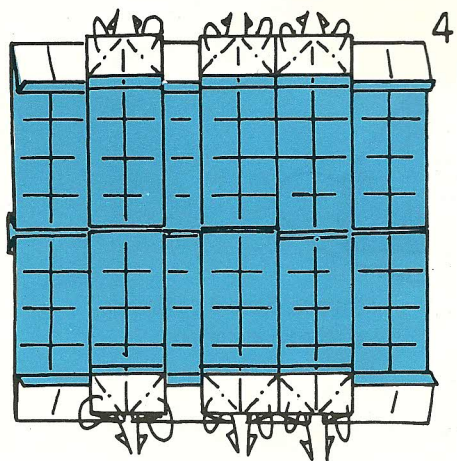
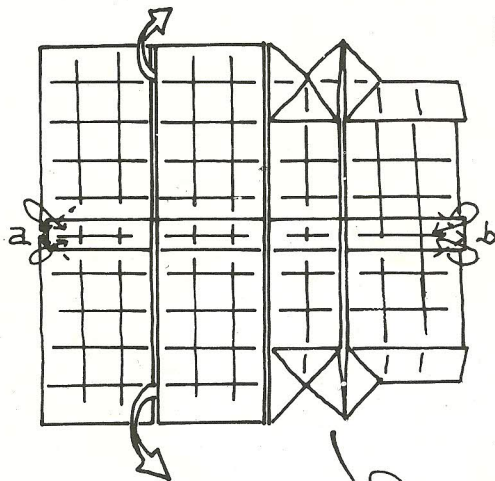
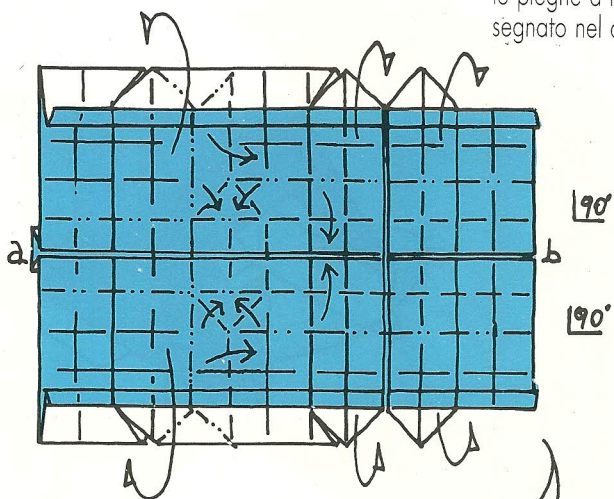
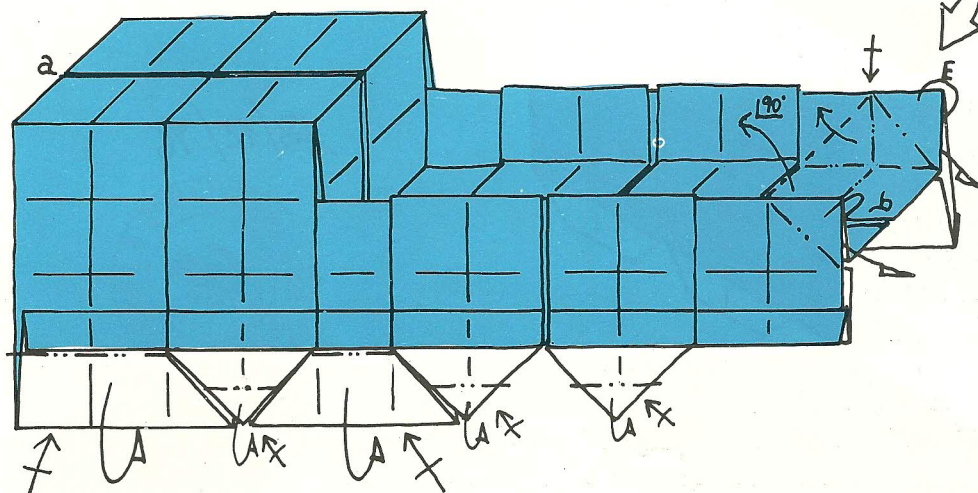
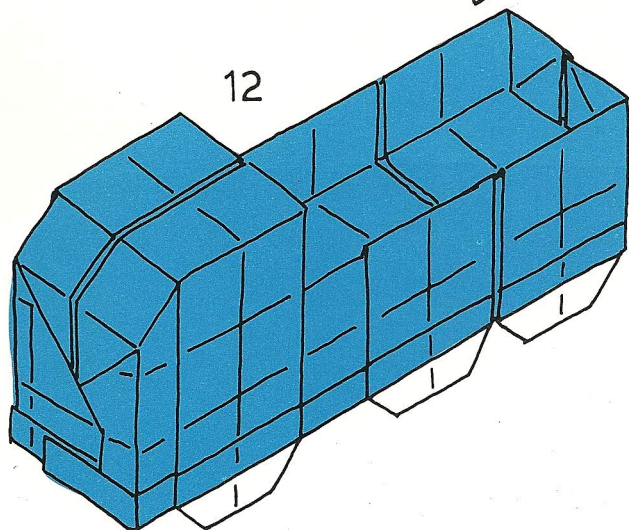
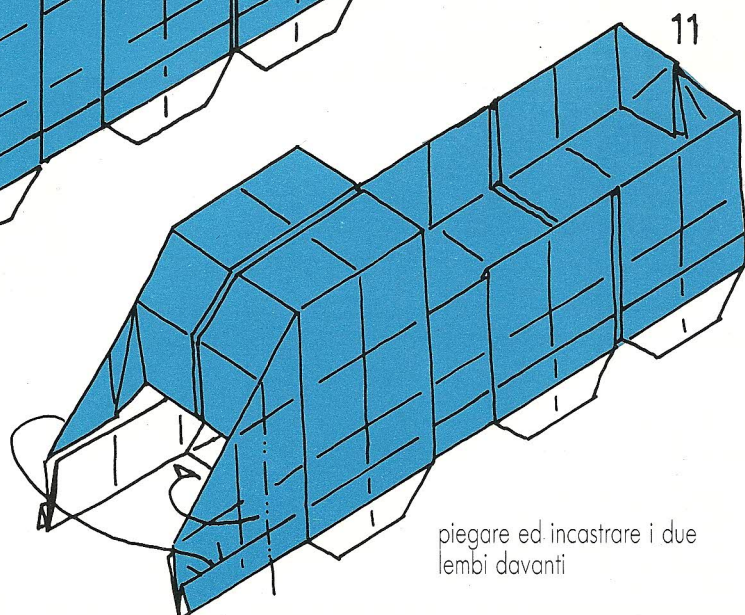
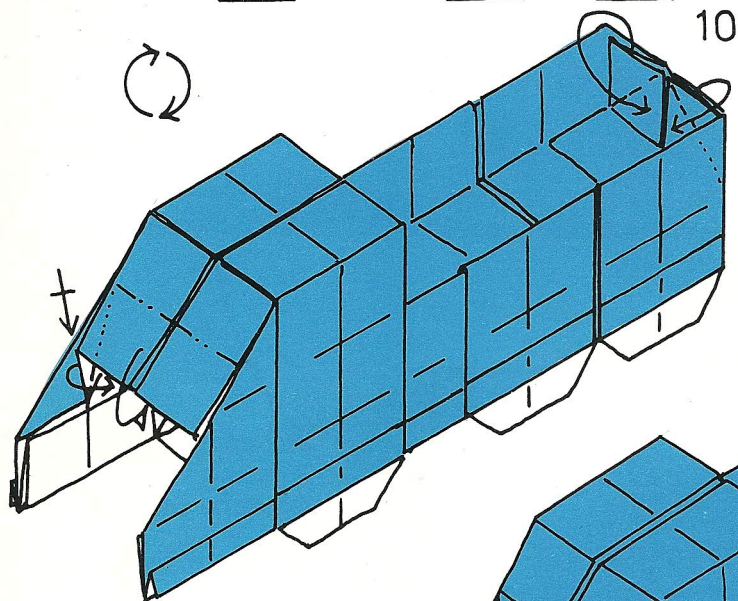
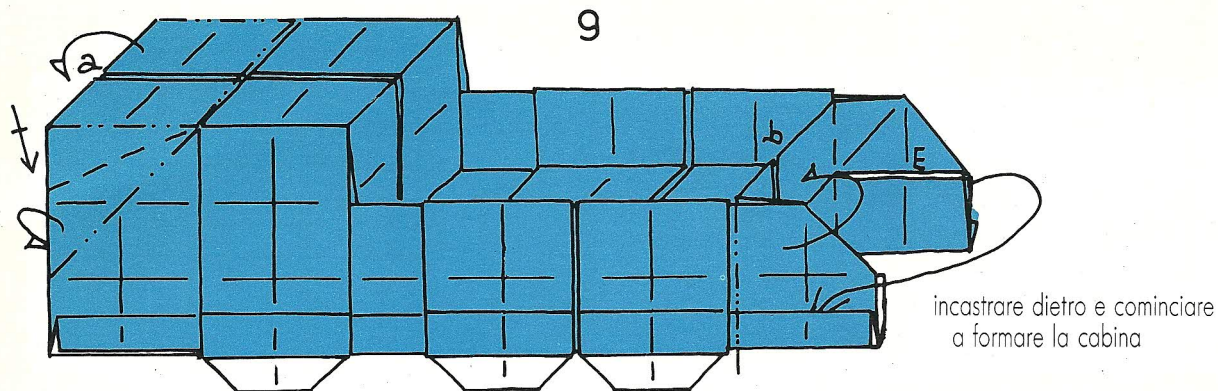
1
2
1/2
3
far coincidere i punti
segnati con (x)
4
5
6
7
8
9
10
11

Questo modello ha vinto il I° premio al Concorso Internazionale di aeromodelli di carta organizzato a Saragozza nel 1988, (categoria modelli non volanti).

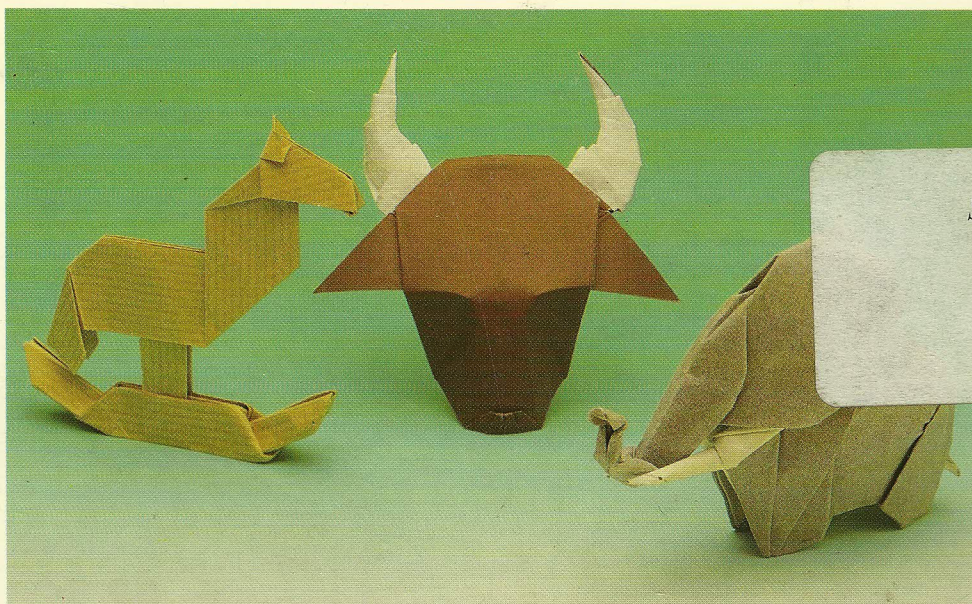
L'AEREO AD ELICA

●●●

13
14
15
15bis
16
17
a
b
incastrare il lembo (a) sotto (b);
poi ripetere i passaggi 7-8-9 dal-
l'altro lato
18
seguire l'ordine delle
pieghe 1-2-3-4
4
1
90°
2
3
90°

formare la ruotina posteriore posteriore con una serie di contropieghe

32
a
vista ai raggi X
33
34
a
riaprire dal basso; la punta (a) tornerà sù e si appiattirà
35
a
... così
adesso allargare i lembi interni e portare verso destra la punta (a)
36
a
piegare a monte metà della punta (a) poi rivoltare
37
richiudere tutta la figura, seguendo le pieghe a valle o monte
38
90°
a
39
1/2
40
41
42

alzare a 90° le ali e modellare schiacciando tutto il corpo dell' aereo per dare tridimensionalità

così otteniamo un aereo con **l'elica a due pale;** volendo possiamo variare le pieghe dell'elica per ottenere un aereo con **l'elica a tre pale.**

Ripartire dalla fig. 36

attenzione, questa piega differisce dalla 37 del modello precedente, soltanto nelle pieghe del triangolino sulla punta, adesso il punto (a) è maggiormente spostato verso il centro

41
42
43
44
ora divaricare le due punte
in alto e l'elica a tre pale
è fatta; poi procedere come
il modello precedente
45

●●●

usare un foglio di carta metallizzata, suddivisa precedentemente in 23 quadratini per 16; apparentemente può sembrare difficile, ma piegando vi accorgerete che non lo è affatto; serve solo un po' più di attenzione.

4
5
6
bloccare (a) e (b),
poi riaprire parzialmente
e girare
a
b
7
dare tridimensionalità seguiendo
le pieghe a monte e a valle come
segnato nel diagramma;
a
b
90°
90°
fate molta
attenzione,
questo è il
passaggio più
difficile
8
a
b
90°

9
a
b
E
incastrare dietro e cominciare
a formare la cabina
10
11
piegare ed incastrare i due
lembi davanti
12

- ORIGAMI: ATTIVITÀ AVVINCENTE E DISTENSIVA
- STIMOLA LA CREATIVITÀ E INDUCE ALLA PRECISIONE E ALLA RIFLESSIONE
- CONTRIBUISCE ALLA FORMAZIONE DEL CARATTERE E DEL SENSO ESTETICO
- ENTUSIASMA ADULTI E BAMBINI

ALFREDO GIUNTA PROPONE IN QUESTO SUO NUOVO LIBRO UNA GALLERIA DI MODELLI DI SORPRENDENTE REALISMO, TRATTI DAL MONDO DELLA NATURA, DELLE FIABE, DEI PERSONAGGI CELEBRI, DELLA VITA MODERNA, E CREATI CON LA SUA IMPAREGGIABILE FANTASIA E ABILITÀ DI PIEGATORE

L. 24.000